

DUNGEONS & DRAGONS®

Pregenerated Characters for D&D® Fantasy Game

THE SHADY DRAGON INN

by Carl Smith



Over 100 pregenerated characters await you in the newest D&D® player's aid: The Shady Dragon Inn!



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By Carl Smith

Remastered by therandyman1967

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This player's aid cannot be used without the D&D® Basic and Expert rules produced by TSR, Inc.

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How to Use this Player's Aid

The first part of this player's aid provides several important services: DMs or players may choose a character and know enough about him and his background to begin using him quickly; when DMs provide NPCs to a party, instead of using a nameless thief or cleric, they can now have the party encounter Gwynne Cutpurse or Friar Fergus, giving a greater flavor of reality to the adventure; the DM may also use recurring NPCs instead of wasting time in generating new characters.

Sword for Hire also provides parties of individuals -- both racial and class parties, as well as mixed parties of around the same level. If an encounter now calls for a party of low-level halflings, high level fighters, or a mixed low-level party, the DM can provide names and enough statistics to play them quickly by using the "Parties" Section of this book.

A third use of this book is to help you give histories to the NPCs in your campaign or in the campaign you are about to begin. Just as some people decide to change jobs, or have an accident and must change careers, some of the people in your campaign world may once have done something else before working at what they do now. The life of an adventurer is not for everyone: few people enjoy the hardship of outdoor living, the constant threat of danger or sudden death, and the chance of no reward at the end of an adventure. There is no good reason why a barmaid cannot be an ex-thief, or why the tavern owner cannot be an ex-fighter, or why the man who runs the meat market cannot be a dwarf. Retired magic-users make good fortune-tellers, retired clerics may be healers, and guards may be retired fighters or thieves. Just because a man is now a merchant does not mean that he was always one.

A magic-user who retires from active adventuring might become an alchemist, a clerk, a confectioner, an embalmer, a perfumer, a tanner, a trapper, a vintner, or a zoo keeper.

Clerics who retire might become apothecaries, astrologists, bankers, brewers, harness makers, herbalists, leeches, midwives, physicians, teamsters, upholsterers, or drapers.

Dwarves who retire from adventuring might become architects, brick makers, box makers, coopers, carpenters, coppersmiths, engineers, goldsmiths, ironmongers, masons, money lenders, pitch makers, roofers, stone carvers, sword-smiths, thatchers, tinsmiths, or weapon makers.

Thieves who retire might become assassins, beggars, fish mongers, fortune tellers, gamblers, jewelers, launderers, locksmiths, minstrels, money lenders, rat catchers, scribes, tinkers, or traders.

Halflings who retire from adventuring may become actors, bakers, barbers, cabinet makers, candle makers, cheese makers, chimney sweeps, clothes makers, criers, farmers, grocers, hat makers, inn keepers, lamp makers, merchants, millers, net makers, playwrights, poets, potters, rope makers, rug makers, sail makers, scholars, sign painters, tailors or tavern keepers.

Fighters who retire might become bargemen, blacksmiths, boat makers, butchers, chair bearers, drovers, fishermen, freighters, guards, herdsman, kennel keepers, laborers, men-at-arms, mercenaries, merchants, porters, saddle makers, stable keepers, sweepers, team drivers, weapons makers, wheel makers, or woodcutters.

Elves who retire from adventuring might become basket makers, bow makers, dancers, dyers, emblazoners, falconers, fletchers, fowlers, furriers, hunters, map makers, minstrels, painters, shoemakers, silversmiths, weavers, wheel makers, wood cutters, or wood workers.

The Shady Dragon Tavern is a tool for the DM. It is a good place for adventurers to meet before they begin their adventure -- a place where they can come into contact with other adventurers, possible employers, and those who sell adventuring items such as maps, special aids, and small magical objects. If the tavern is used as a place to hire other adventurers, the DM may want to place several characters of the same type but of different levels, or he may wish to have different members of the same level available for the players to contact or hire.

As a general rule, PCs or NPCs of a higher level ask for more pay than do PCs or NPCs of a lower level (for example, a third level thief would demand more payment than a first level thief). Why a character accepts a job is a part of his personality and background. A high level fighter might join a party for less pay than normal if the party plans to fight orcs and the fighter hate orcs: he could consider it worthwhile to take less money for doing something he wanted to do.

In addition to serving as a "jumping off" point for an adventure, the tavern could be used for mini-adventures such as a tavern brawl, a thief stealing from patrons, an attempted murder, an adventurer attacked by thugs, and so forth -- the possibilities are limited only by your imagination. This tavern can serve as a link between adventures while the DM prepares everything he needs for the next adventure.

Reading the Statistics

Most abbreviations used in this book should already be familiar to any who have played D&D before, but here are a few lesser known ones:

P/D=Save vs. Poison or Death Ray,
MW=Save vs. Magic Wand,
S/P=Save vs. Turn to Stone or Paralysis,
DB=Save vs. Dragon Breath,
SP/MS=Save vs. Spells or Magic Staff.

Racial or class abilities shown on a table in the Rulebook, such as the cleric's ability to turn undead or the languages a class or race speaks, are not given. You must find those for yourselves.

A note from therandyman1967:

Some of the NPC data boxes appear on different pages. For example: the last NPC in the fighter section is actually the first magic-user from the next section. This was done simply for spacing purposes, all NPCs are included in order.

Numbers in parentheses mean one of two things: if found in the armor class of the character, they show the adjusted armor class when he or she is wearing a magical protection device. If found in the saving throws of characters who have high Wisdom, they show the adjustment for magical attack.



The Shady Dragon Inn & Tavern

The Shady Dragon Tavern is where all the members of the Adventurer's Guild meet. Members of the Guild gather here to swap yarns, chat with old friends, or make contacts for the next adventure. All classes and levels of members mingle freely, from novices to experts, and from fighters to halflings.

Sam Smallsale owns the Shady Dragon. He has two serving wenches, Gwynne Cutpurse and Ariadne Beornsdottir. The cook is Friar Fergus and the ostler is Lachlan the Warrior.

Friar Fergus lives in the Cook's Bedroom across the hall from the Maid's Bedroom where Gwynne and Ariadne sleep. Upstairs at the far east end of the building, Sam and Lachlan share a bedroom.

During the day, Lachlan is outside, although he comes inside and sits at the table next to the bar when things are slow. Gwynne, Ariadne and Sam relieve Fergus when he is tired of cooking or has a day off. Sometimes Lachlan tends bar with Sam, and at night he serves as a bouncer if any problem comes up which Sam cannot handle alone. Ariadne, Gwynne and Sam sit at the small table by the bar (in the northeast corner) when business is slow.

A good meal at the tavern costs a silver piece. Ale and beer cost 3 cp per mug; wine costs 10 cp per glass or 2 sp per bottle. All rooms are upstairs, and are rented on a basis of how many beds are in the room. A bed costs 3 sp per night, the entire room 12 sp. If the rooms are all taken, Sam will let guests sleep in the tavern for 10 cp.

The rooms are clean; each bed has two blankets and a pillow. Each room also contains two benches. The doors lock from the inside, although Sam has key he can use in an emergency. Although a trusting soul, and one who always lends a helping hand to someone down on his luck, Sam likes payment in advance.



Fighters



#1 Abel Artone

LVL	1	Align	Lawful	Class	Fighter
AC	5	HP	7	THACO	19

STR	10
INT	5
WIS	15
DEX	8
CON	9
CHA	12

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	15

Equipment: wears chainmail, shield; carries a broad sword, dagger.

Description: Abel stands 5'9", weighs 155 lbs., and has brown hair and eyes.

Background: Abel was once the squire of a knight, but now is starting his own career. He is a dreamer, but has more common sense than brains.

#2 Ariadne Beornsdottir

LVL	2	Align	Neutral	Class	Fighter
AC	6	HP	14	THACO	19

STR	9
INT	8
WIS	9
DEX	8
CON	9
CHA	16

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	16

Equipment: wears chainmail; carries a spear, dagger, sword.

Description: Ariadne stands 5'10" and weighs 140 lbs. She is slender and mild-looking but has won fame as a guard.

Background: Ariadne left her job as a captain in a local baron's guard because it was not exciting enough. She tries to profit from all her adventures.

#3 Boris Bonesnapper

LVL	3	Align	Chaotic	Class	Fighter
AC	2	HP	21	THACO	17

STR	16
INT	9
WIS	15
DEX	13
CON	11
CHA	10

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	15

Equipment: wears plate mail, coif; carries a two-handed axe, a sword, a dagger, a light crossbow, 10 quarrels.

Description: Boris stands 6'3".

Background: Boris got his name when fighting a desert tribesman for a share of booty taken on a raid. He broke both the man's arms, and then told him to "take what you want." The man took nothing, and Boris had a double share of treasure. No one doubts his fighting ability, but word has it that this 6'3" foreigner is insane.

#4 Charles the Bold

LVL	3	Align	Lawful	Class	Fighter
AC	8	HP	21	THACO	16

STR	15
INT	7
WIS	12
DEX	7
CON	14
CHA	10

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	16

Equipment: wears leather armor; carries a dagger, two-handed sword, two hand axes.

Description: Charles stands 5'5" and weighs 185 lbs.: he does not look violent, but when his sense of honor is offended, he is a dangerous enemy.

Background: Charles is best known for walking into a thieves' den, reclaiming loot stolen from a local lady, splitting the skulls of two thieves who protested, and walking calmly away.

#5 Donal of Clear Water

LVL	3	Align	Neutral	Class	Fighter
AC	8	HP	21	THACO	16

STR	15
INT	9
WIS	10
DEX	14
CON	13
CHA	9

(using sword +1) 15

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	16

Equipment: wears chainmail, nasal helmet; carries a longbow, 20 arrows, a sword +1, dagger.

Description: Donal stands 6' even and weighs only 165 lbs.

Background: Donal is from the forested mountains. He dislikes foolish orders, and left the king's archers because he did not like following all the military rules. For a while he was a bounty hunter, trailing outlaws, but now he is a mercenary for hire. The red feathers on his arrows are well known among local outlaws.

#6 Eric the Honest

LVL	4	Align	Lawful	Class	Fighter
AC	2	HP	31	THACO	15

STR	17
INT	14
WIS	7
DEX	12
CON	9
CHA	10

(using battle axe +1) 14

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	15

Equipment: wears plate mail, a shield, nail-keg helm; carries a broad sword, a battle axe +1, dagger.

Description: Eric is 6'2", 195 lbs., blonde, and a boyish-looking 28.

Background: A fearsome fighter, Eric is a loyal friend and can solve most problems — although some of his plans are a little unusual. The emblem on his shield is an open hand. He hates bandits.

Special notes: also speaks Orc.

#7 Fiona					
LVL	6	Align	Lawful	Class	Fighter
AC	5	HP	45	THACO	16

(using sword +1) 15

STR	13
INT	9
WIS	5
DEX	11
CON	12
CHA	8

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	16

Equipment: wears chainmail; carries a longbow, 15 arrows, a sword +1, two daggers.

Description: Fiona is red-haired, 5'3", and weighs barely 103 lbs.

Background: Fiona has a strong sense of right and wrong, and often speaks her mind no matter what others think. At 24, she has been a caravan guard to the steppes, a thief-catcher, a bodyguard to several rich merchants, and a fugitive wanted for the killing of a thief who robbed a poor widow. In her quiet moments, she plays the flute.

Special notes: Usually she travels with Wulf her tamed wolf.

#8 Gavin Strongbow					
LVL	6	Align	Chaotic	Class	Fighter
AC	3	HP	32	THACO	17

(using sword +1) 16

STR	10
INT	4
WIS	6
DEX	12
CON	5
CHA	11

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	15

Equipment: wears plate mail, conical nasal helm; carries a longbow, 30 arrows, a sword +1, a dagger, hand axe.

Description: Gavin is a fine fighting man, standing 6' 1" and weighing 158 lbs.

Background: Gavin has had a shady career. In the army, he once held a pass, killing nine desert tribesmen with nine arrows. It is rumored that he once was a thief. If money is at hand, and the price seems worth the risk, Gavin will join the mission.

#9 Harold Forkbeard					
LVL	7	Align	Neutral	Class	Fighter
AC	4	HP	61	THACO	12

(using war hammer +2) 10

STR	16
INT	6
WIS	17
DEX	7
CON	14
CHA	14

Saving Throws	
P/D	8
MW	9
S/P	10
DB	11
SP/MS	10

Equipment: wears a chainmail byrnie; carries a war hammer +2, broad sword, hand axe, dagger.

Description: Harold is a blond giant of a man who stands 6'5" and weighs 225 lbs.

Background: Harold's been known to fight in a tavern for the sheer love of combat, although he is said never to kill and rarely to maim anyone in these brawls. His huge beard is braided in two strands, and in combat he uses a war hammer and sword, or a hand axe and sword. Some say he left the far northlands because of a blood debt which outlawed him.

#10 Ilona Firehair					
LVL	8	Align	Chaotic	Class	Fighter
AC	3	HP	60	THACO	13

(using javelin +1) 12

STR	13
INT	9
WIS	11
DEX	16
CON	10
CHA	13

Saving Throws	
P/D	8
MW	9
S/P	10
DB	11
SP/MS	12

Equipment: wears chainmail, conical helm; carries a short bow, 20 arrows, four javelins +1, a sword, two daggers (one in her boot).

Description: Ilona stands a striking 5'11", weighs 131 lbs., and has long, red hair which she wears free or in a single braid down her back.

Background: Ilona is beautiful but cruel, and cares only for a quick profit. She is said to have been a thief before turning to the more steady income of being a caravan guard. Some prisoners she has let live, but she is said to have slain others on a whim. A golden, flame-shaped bracelet sits on her right arm.

#11 Juhel of Sternmont					
LVL	10	Align	Lawful	Class	Fighter
AC	4	HP	70	THACO	11

(using sword +2) 9

STR	13
INT	6
WIS	9
DEX	6
CON	11
CHA	7

Saving Throws	
P/D	6
MW	7
S/P	8
DB	9
SP/MS	10

Equipment: wears plate mail, nail-keg helmet; carries a sword +2, dagger, mace, polearm.

Description: Juhel stands 5'8" tall and weighs a massive 193 lbs. His black hair is cut in a straight fringe, and his moustache drapes menacingly to the sides of his mouth. Over his armor, he wears a white cape that has his emblem, a black mountain, in its center.

Background: Some say Juhel was warlord of a mountain shire before it was destroyed by a dragon, and that the scars he bears on his face came from the dragon, which he killed in hand-to-hand combat.

#12 Kimball Black					
LVL	10	Align	Neutral	Class	Fighter
AC	4	HP	84	THACO	12

STR	17
INT	14
WIS	7
DEX	12
CON	9
CHA	10

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	15

Equipment: wears plate mail; carries a sword, spear, hand axe, dagger.

Description: Kimball is 5'10" and weighs 175 lbs. He dresses in dark grays and sports a dark cloak.

Background: A brooding man, Kimball rarely does anything for free. As a hired man, his loyalty is firm. He believes a man's word is his bond. His wrists bear the scars of old slaver's chains.

#13 Lancelin Open-hand					
LVL	11	Align	Chaotic	Class	Fighter
AC	4	HP	60	THACO	10

(using broad sword +1/+3) 9/7

STR	17
INT	14
WIS	13
DEX	8
CON	7
CHA	9

Saving Throws	
P/D	6
MW	7
S/P	8
DB	9
SP/MS	9

Equipment: wears plate mail, conical helmet with nosepiece; carries a polearm, broad sword +1 (+3 vs. *enchanted creatures*), dagger.

Description: Lancelin is brown-haired, clean-shaven, stands 6'3", and weighs 207 lbs. He wears a red cape decorated with a spread-fingered gauntlet as an emblem.

Background: Lancelin spent many years in the Greate Olde Woode, and is said to have married an elf...perhaps that is only a story to explain his changeable nature. He will work for anyone who meets his fees, and will change employers if another offers him a higher fee. He openly scorns adventurers who are not mercenary, saying "I'm loyal to my paymaster."

Special notes: also speaks Elf.

#14 Madoc Gwynn					
LVL	12	Align	Lawful	Class	Fighter
AC	5	HP	77	THACO	12

(using sword +1) 11

STR	11
INT	9
WIS	12
DEX	16
CON	9
CHA	11

Saving Throws	
P/D	6
MW	7
S/P	8
DB	9
SP/MS	10

Equipment: wears leather armor, conical helm; carries longbow, 25 arrows, sword +1 (*locate objects*), spear, dagger.

Description: Madoc stands 5'6" and weighs 151 lbs., and his brown hair and eyes reflect his tan, green, and brown clothing.

Background: Madoc is from the far Western Forest, where the mountains reach into the woodlands. He was a huntsman for many years until he became archery instructor for the king. Now, at 39, he has left this job to become an adventurer. He prefers the outdoors to cities.

#15 Nadia Svendsdottir					
LVL	13	Align	Neutral	Class	Fighter
AC	5	HP	75	THACO	9

(using sword +2) 7

STR	16
INT	9
WIS	15
DEX	13
CON	11
CHA	10

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	15

Equipment: wears chainmail; carries a sword +2, four javelins, dagger.

Description: Nadia is only 5'2" and 98 lbs. Her dark hair and merry brown eyes show little of the hard life she has spent. She wears sea blue clothing and a navy blue cape. A scarlet bandana is her favorite headband.

Background: Nadia's father, it is said, is the famous pirate Beorn Waverider. At 30, she has travelled most of the waters and lands around, and is well known. She once fought and killed five bandits to protect her boyfriend, who is now dead.

#16 Owen the Powerful					
LVL	4	Align	Lawful	Class	Fighter
AC	2	HP	19	THACO	15

(using sword +1) 14

STR	16
INT	9
WIS	11
DEX	11
CON	8
CHA	11

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	14

Equipment: wears plate mail, helmet, shield; carries broad sword +1 (*flames on command*), battle axe, hand axe, dagger.

Description: Owen stands 5'9" and weighs 180 lbs. He is 41, and he has graying brown hair and crow's feet at the corners of his eyes.

Background: Owen once wrestled a bear and broke its back, gaining him the name "the Powerful." For years, he was master-at-arms in the duke's service, but the last three years he has been adventuring, having grown tired of staying at the castle and teaching "stripling youths" the art of swordsmanship.

#17 Peregrine the Hawk					
LVL	14	Align	Neutral	Class	Fighter
AC	2	HP	78	THACO	9

(using sword +2) 7

STR	14
INT	7
WIS	9
DEX	9
CON	13
CHA	15

Saving Throws	
P/D	6
MW	6
S/P	7
DB	8
SP/MS	9

Equipment: wears plate mail, conical helm with spike, oval shield; carries sword +2 (*charm person*), dagger, short bow, 20 arrows.

Description: Peregrine stands 5'6" and weighs 145 lbs. His hair is black, and his skin is tanned by the desert sun. He wears a flowing desert-cloak and neck-scarf over his armor.

Background: Money is money to Peregrine, and where it comes from does not matter. He is a proud man, and will stick by anyone he calls a friend.

Special notes: has a warhorse.

#18 Quintain Valewalker					
LVL	8	Align	Lawful	Class	Fighter
AC	2	HP	58	THACO	14

(using mace +1) 13

STR	11
INT	6
WIS	11
DEX	9
CON	11
CHA	11

Saving Throws	
P/D	8
MW	9
S/P	10
DB	11
SP/MS	12

Equipment: wears plate armor, shield; carries a sword, mace +1, dagger, staff.

Description: Quintain is 27, weighs 161 lbs., and stands 5'10" tall. His staff and old brown cloak often make people think he is a friar. He is losing his brown hair, but he has a full beard.

Background: Quintain likes good jokes and is an easygoing companion. He claims a mummy's touch caused his hairline to recede.

#19 Rolf the Wolf

LVL	7	Align	Chaotic	Class	Fighter
AC	4	HP	38	THACO	13

(using battle axe +1) 12

STR	13
INT	9
WIS	8
DEX	7
CON	6
CHA	8

Saving Throws	
P/D	8
MW	9
S/P	10
DB	11
SP/MS	13

Equipment: wears plate mail; carries sword, battle axe +1, dagger.

Description: Rolf is slender (5'11", 158 lbs), has graying black hair, and a fierce half-grin which is often described as "wolfish." He wears a group of wolf skins over his armor.

Background: Rolf is hard to get along with, because he is very moody. He will raid orcs, elves or men if the money is right. Monsters and death hold no terror for Rolf: "Dead is dead," he says, "and it does not matter how you get that way."

#20 Sean Brightheart

LVL	6	Align	Lawful	Class	Fighter
AC	2	HP	39	THACO	15

(using sword +1) 14

STR	16
INT	10
WIS	9
DEX	12
CON	11
CHA	12

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	14

Equipment: wears plate mail, shield, helmet; carries polearm, sword +1, hand axe, dagger.

Description: Sean is 18, has light brown hair, and a small moustache. He weighs 175 lbs., and stands 6' even. Over his armor he wears a yellow cloak that has a large red heart in its center.

Background: Sean will help anyone who needs help, although he prefers to be paid for his services. Loyal to the last, he will defend any cause he takes up until it is finished. Although young, he is well-known for his recent adventure against the southern goblins.

Special notes: His old war-dog, Bearheart, is never far away from him.

#21 Turlough of Glenroe

LVL	5	Align	Neutral	Class	Fighter
AC	3	HP	35	THACO	17

(using sword +1) 16

STR	12
INT	9
WIS	12
DEX	9
CON	11
CHA	8

Saving Throws	
P/D	10
MW	11
S/P	12
DB	13
SP/MS	14

Equipment: wears plate mail, helmet; carries battle axe, sword +1, dagger.

Description: Turlough has dark brown hair, a full beard, and twinkling eyes. A scar from an old wound crosses his forehead.

Background: Turlough left his mountain home for adventure and where he finds it is unimportant. If an adventure catches his fancy, he is apt to undertake it for the sheer sport it offers. It is said that he is the black-sheep son of a wealthy family in the highland mountains.

#22 Ursula the Clever

LVL	8	Align	Neutral	Class	Fighter
AC	3	HP	59	THACO	13

(using sword +1) 12

STR	14
INT	10
WIS	14
DEX	6
CON	12
CHA	10

Saving Throws	
P/D	8
MW	9
S/P	10
DB	11
SP/MS	11

Equipment: wears plate mail, shield; carries sword +1 (*casts light on command*), hand axe, three javelins, dagger.

Description: Ursula is 5'6", ash-blond, and weighs 118 lbs.

Background: Ursula, once when captured, outwitted a band of tribesmen with riddles, earning the name "the Clever." She used her knowledge of riddles to figure out the puzzle of an ancient tomb and steal its treasures.

#23 Vychan the Little

LVL	2	Align	Lawful	Class	Fighter
AC	8	HP	14	THACO	19

STR	12
INT	12
WIS	6
DEX	7
CON	8
CHA	13

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	17

Equipment: wears leather armor; carries crossbow, 20 quarrels, sword, dagger.

Description: Vychan is 5'4" tall, weighs 149 lbs., is dark-skinned, and has curly black hair.

Background: Vychan always wears a large grin, and seeks exciting adventures where he can make money. Once he accepts a job, he never changes. He hates orcs and the dark, but will adventure underground if the pay is high enough. He wears a bright red cloak, and does not like to be called "little man."

#24 Apris the Wondrous

LVL	1	Align	Chaotic	Class	M/U
AC	9	HP	3	THACO	19

STR	12
INT	16
WIS	12
DEX	7
CON	7
CHA	6

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Spells: 1st-level: sleep

Equipment: carries a dagger, wand of secret door detection (9 charges).

Description: Apris is 5'3" and weighs 118 lbs.

Background: Apris has just completed her apprenticeship. She could have stayed on with her master and learned more, but she wants to go on her own. She cannot always choose the best course of action until the chips are down.

Special notes: also speaks Elf.

#25 Beryl Wayfarer

LVL	2	Align	Neutral	Class	M/U
AC	9	HP	7	THACO	19

STR	11
INT	14
WIS	7
DEX	12
CON	12
CHA	10

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	16

Spells:	1 st -level:	<i>sleep, shield</i>
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Equipment: carries a dagger, wand of metal detection (18 charges).

Description: Beryl is tall, 6', and weighs 133 lbs. She wears autumn colors to match her chestnut hair.

Background: Beryl is interested in becoming rich without risks. She is from the far mountains, and gets along well with dwarves because it is said she can find precious metals.

Special notes: also speaks Dragon.

#26 Claudius Cloudgazer

LVL	2	Align	Lawful	Class	M/U
AC	9	HP	10	THACO	18

STR	13
INT	15
WIS	11
DEX	11
CON	14
CHA	11

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Spells:	1 st -level:	<i>sleep, light</i>
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Equipment: carries a dagger, wand of trap detection (15 charges left).

Description: Claudius is pale, has pale blond hair and watery blue eyes, stands 5'3", and weighs 124 lbs. At twenty-nine, he looks easily ten years older.

Background: A brother of his was a fighter and died on an adventure. Claudius is wary of his fellow adventurers, and sometimes he is too cautious. He never turns his back on a friend, however. Fighters consider him lucky because of his wand.

Special notes: also speaks Dwarf.

#27 Deidre Hrolfsdottir

LVL	3	Align	Chaotic	Class	M/U
AC	9	HP	11	THACO	20

(using dagger +1) 19

STR	7
INT	15
WIS	15
DEX	13
CON	10
CHA	13

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	14

Spells:	1 st -level:	<i>sleep, protection from evil</i>
	2 nd -level:	<i>invisibility</i>

Equipment: carries a dagger +1, wand of fear (11 charges left).

Description: Deidre is a slender young woman (5'11", 103 lbs.). She wears dark purple, which, along with her dark brown hair and eyes, gives her a "mysterious" look.

Background: Deidre is somewhat aloof, and often unpredictable, depending on how she happens to feel at a certain moment. She believes in surviving at all costs, and she does not trust other magic-users.

Special notes: also speaks Halfling.

#28 Emlyn the Serpent

LVL	4	Align	Neutral	Class	M/U
AC	9	HP	20	THACO	17

(using dagger +1) 16

STR	16
INT	11
WIS	9
DEX	9
CON	15
CHA	11

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Spells:	1 st -level:	<i>charm person, hold portal</i>
	2 nd -level:	<i>levitate, web</i>

Equipment: carries a dagger +1, wand of illusion (13 charges).

Description: Emlyn is middle-aged and lean (6'3", 131 lbs.).

Background: Stories about Emlyn's wand have caused rumors that he has a familiar serpent. He really wants a staff, and will gladly join a party that promises magic items as his share of treasure. Because of his skill at hitting his enemies, other magic-users call him "the Serpent."

#29 Fleur the Rose

LVL	4	Align	Lawful	Class	M/U
AC	9	HP	15	THACO	20

(using dagger +1) 19

STR	8
INT	13
WIS	10
DEX	10
CON	9
CHA	14

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Spells:	1 st -level:	<i>magic missile, sleep</i>
	2 nd -level:	<i>mirror image, wizard lock</i>

Equipment: carries dagger +1, ring of fire protection.

Description: Fleur is red-headed, 5'6" tall, and weighs 123 lbs. She is from the flat lands, and favors bright colors, usually bright yellow or green. She wears her emblem, a flame-petalled rose, on the left breast of all her garments.

Background: Fleur prefers to work cantrips and sleight-of-hand to amuse her friends, but she will aid a lawful or neutral person in need.

Special notes: also speaks Bugbear.

#30 Gregor Grimmin

LVL	5	Align	Chaotic	Class	M/U
AC	10	HP	23	THACO	20

(using dagger +1) 19

STR	4
INT	12
WIS	9
DEX	7
CON	14
CHA	4

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Spells:	1 st -level:	<i>read magic, charm person</i>
	2 nd -level:	<i>knock, web</i>
	3 rd -level:	<i>fire ball</i>

Equipment: carries a dagger +1, ring of spell storing (3 sleep spells).

Description: Gregor wears gloomy black and gray. His pale skin and jet black hair give him an evil appearance. He is 5'11", weighs 154 lbs., and looks as if he could be anywhere from 30 to 50.

Background: Gregor rarely engages in chatter, but he will join any party who asks him, if he is promised first or second choice of magical treasure.

Special notes: He has a pet crow that rides on his shoulder and caws darkly.

#31 Horatius the Woad					
LVL	5	Align	Neutral	Class	M/U
AC	9	HP	19	THACO	20

(using dagger +1) 19

STR	8	Saving Throws	
INT	9	P/D	13
WIS	4	MW	14
DEX	7	S/P	13
CON	12	DB	16
CHA	14	SP/MS	17

Spells:	1 st -level:	<i>detect magic, magic missile</i>
	2 nd -level:	<i>locate object, invisibility</i>
	3 rd -level:	<i>lightning bolt</i>

Equipment: carries a dagger +1, wand of metal detection (18 charges).

Description: Horatius is about 30, 5'8", and 165 lbs. He dresses in a simple, blue-bordered white robe. He is from a mountain tribe who shave their heads, but his baldness is barely noticeable because of the tribal tattoos that cover his body. Along his right arm an eagle is tattooed, and a dragon along his left.

Background: Horatius carries a staff-like walking stick that is not magical. He will accompany anyone who does not desecrate a temple.

#34 Magnus the Mage					
LVL	7	Align	Neutral	Class	M/U
AC	9	HP	33	THACO	16

(using dagger +1) 15

STR	15	Saving Throws	
INT	15	P/D	11
WIS	13	MW	12
DEX	19	S/P	11
CON	14	DB	14
CHA	7	SP/MS	11

Spells:	1 st -level:	<i>read magic, magic missile, shield</i>
	2 nd -level:	<i>ESP, mirror image</i>
	3 rd -level:	<i>fly, fire ball</i>
	4 th -level:	<i>charm monsters</i>

Equipment: carries a dagger +1, ring of protection +1, wand of cold (5 charges).

Description: Magnus is a huge man for a magic-user: he stands well over 6'5" and weighs 175 lbs. He has brown hair and is clean-shaven. He dresses more like a merchant than a magic-user, and his dagger has a golden hilt.

Background: Magnus enjoys taverns and feels at home with fighters. He loves adventure and will try anything once.

Special notes: also speaks Gnoll.

#32 Jasper the White					
LVL	5	Align	Lawful	Class	M/U
AC	9	HP	30	THACO	18

(using dagger +1) 17

STR	14	Saving Throws	
INT	11	P/D	13
WIS	9	MW	14
DEX	8	S/P	13
CON	17	DB	16
CHA	8	SP/MS	15

Spells:	1 st -level:	<i>protection from evil, shield</i>
	2 nd -level:	<i>phantasmal force, web</i>
	3 rd -level:	<i>fire ball</i>

Equipment: carries a dagger +1, wand of fire balls (8 charges).

Description: Jasper is middle-aged and average-sized. He wears white robes that match his white hair and full beard. His clothing and hair give him a ghost-like appearance.

Background: Jasper hates orcs, and destroys them every chance he gets. He is loyal to his friends, and vengeful to his enemies.

#35 Nikol the Necromancer					
LVL	8	Align	Lawful	Class	M/U
AC	8	HP	9	THACO	20

(using dagger +1) 19

STR	3	Saving Throws	
INT	15	P/D	11
WIS	13	MW	12
DEX	11	S/P	11
CON	8	DB	14
CHA	12	SP/MS	11

Spells:	1 st -level:	<i>charm person, hold portal, sleep</i>
	2 nd -level:	<i>detect invisible, levitate, mirror image</i>
	3 rd -level:	<i>fire ball (x2)</i>
	4 th -level:	<i>confusion, wall of fire</i>

Equipment: carries dagger +1, ring of fire protection, wand of negation (7 charges).

Description: Nikol stands 5'5" and weighs 123 lbs. His black hair and pointed beard are always neatly trimmed. He wears black clothing, dark, red-lined capes, and a single medallion of silver made to look like a small skull.

Background: Nikol is haughty, and spreads the rumor that he can talk to the dead. Despite his dark appearance, he is a good and loyal member in any party. Nikol always drinks wine.

Special notes: also speaks Harpy.

#33 Leila the Dark					
LVL	6	Align	Chaotic	Class	M/U
AC	9	HP	16	THACO	17

(using dagger +1) 16

STR	9	Saving Throws	
INT	12	P/D	11
WIS	8	MW	12
DEX	11	S/P	11
CON	8	DB	14
CHA	11	SP/MS	13

Spells:	1 st -level:	<i>light, magic missile</i>
	2 nd -level:	<i>detect invisible, levitate</i>
	3 rd -level:	<i>hold person, lightning bolt</i>

Equipment: carries a dagger +1, ring of protection +1, ring of animal control.

Description: Leila is 24, stands 5'2", and weighs 97 lbs. Her dark hair and dark skin make people think she is a gypsy. She favors dark green clothing, and green capes lined with bright yellow.

Background: Leila is greedy, and although she may accompany a fighter because she finds him attractive, she is really interested only in money.

Special notes: A large, normal black cat she calls Stefan always travels with her.

#36 Paulinus Ravenfriend					
LVL	9	Align	Chaotic	Class	M/U
AC	10	HP	27	THACO	18

(using dagger +1) 17

STR	6	Saving Throws	
INT	11	P/D	11
WIS	10	MW	12
DEX	7	S/P	11
CON	7	DB	14
CHA	17	SP/MS	12

Spells:	1 st -level:	<i>hold portal, sleep, charm person, read magic</i>
	2 nd -level:	<i>detect evil, invisibility, knock</i>
	3 rd -level:	<i>dispel magic, fly, fire ball</i>
	4 th -level:	<i>wall of fire, wall of ice</i>
	5 th -level:	<i>conjure elemental</i>

Equipment: carries a dagger +1, ring of protection +1, ring of animal control.

Description: Paulinus dresses in scarlet. He is tanned, clean-shaven, and has light brown hair. He looks more like a wealthy thief than a magic-user. A black raven is embroidered on the left breast of all his clothing.

Background: Although he seems friendly, Paulinus is most interested in saving his skin and becoming rich.

Special notes: He always travels with a large, non-magical black raven.

#37 Rhys the Quick

LVL	10	Align	Neutral	Class	M/U
AC	9	HP	37	THACO	18

(using dagger +1) 17

STR	7
INT	14
WIS	12
DEX	12
CON	9
CHA	12

Saving Throws	
P/D	11
MW	12
S/P	11
DB	14
SP/MS	12

Spells:	1 st -level:	<i>magic missile, hold portal, shield, sleep</i>
	2 nd -level:	<i>invisibility, wizard lock, continual light</i>
	3 rd -level:	<i>dispel magic, fire ball, hold person</i>
	4 th -level:	<i>mass morph, remove curse, wall of fire</i>
	5 th -level:	<i>feeblemind, cloudkill</i>

Equipment: carries a dagger +1, ring of protection +1, wand of lightning bolts (9 charges).

Description: Rhys dresses in warm colors, has auburn hair and a well-waxed moustache, and is a slender 5'4".

Background: Rhys is called "the Quick" because of his clever mind. He used to be a thief until he was almost caught. Knowing the penalty for thievery, he looked for an easier way of making a living. He will try anything that offers excitement and good profit.

Special notes: also speaks Ogre.

#38 Selina of Black Coast

LVL	11	Align	Lawful	Class	M/U
AC	9	HP	46	THACO	14

(using dagger +1) 13

STR	14
INT	11
WIS	9
DEX	8
CON	17
CHA	8

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Spells:	1 st -level:	<i>sleep (x2), charm person (x2)</i>
	2 nd -level:	<i>levitate, phantasmal force, knock</i>
	3 rd -level:	<i>infravision, fire ball, water breathing</i>
	4 th -level:	<i>dimension door, growth of plants, polymorph self</i>
	5 th -level:	<i>animate dead, wall of stone</i>
	6 th -level:	<i>reincarnation</i>

Equipment: carries a dagger +1, ring of protection +1, ring of invisibility.

Description: Selina is young and tanned. Blond, blue-eyed, and of average build, she looks more like an attractive, misplaced lady than a high level magic-user.

Background: Selina once worked with sailors to catch pirates along the Black Coast. She is very loyal to her friends, no matter the cost to herself. She is said to control a demon.

#39 Tomas Tarn

LVL	12	Align	Chaotic	Class	M/U
AC	9	HP	22	THACO	13

(using dagger +1) 12

STR	13
INT	15
WIS	4
DEX	9
CON	8
CHA	13

Saving Throws	
P/D	9
MW	10
S/P	9
DB	12
SP/MS	11

Spells:	1 st -level:	<i>floating disc, sleep (x2), shield</i>
	2 nd -level:	<i>knock, levitate, web, wizard lock</i>
	3 rd -level:	<i>haste, lightning bolt, fire ball, infravision</i>
	4 th -level:	<i>mass morph, wall of fire</i>
	5 th -level:	<i>contact higher plane, hold monster</i>
	6 th -level:	<i>death spell</i>

Equipment: carries a dagger +1, ring of protection +1, displacer cloak.

Description: Tomas is chubby and has unruly red hair. He prefers tan and brown clothing.

Background: Tomas' moods swing quickly from very happy to dark. Though he is young, men have learned to respect and fear him because he is unpredictable. He returned alone from several adventures after his companions died.

Special notes: also speaks Pixie.

#40 Umberto the Ugly

LVL	13	Align	Lawful	Class	M/U
AC	9	HP	38	THACO	14

(using dagger +1) 13

STR	15
INT	15
WIS	13
DEX	19
CON	14
CHA	7

Saving Throws	
P/D	11
MW	12
S/P	11
DB	14
SP/MS	11

Spells:	1 st -level:	<i>light, read languages, sleep (x2)</i>
	2 nd -level:	<i>ESP, knock, locate object, continual light</i>
	3 rd -level:	<i>clairvoyance, fireball(x2), hold person</i>
	4 th -level:	<i>hallucinatory terrain, polymorph others, wall</i>
	5 th -level:	<i>telekinesis, cloud kill, pass wall</i>
	6 th -level:	<i>death spell, disintegrate, stone to flesh</i>

Equipment: carries a dagger +1, ring of protection +1, wand of polymorph (12 charges).

Description: Umberto is ugly. He is tall, ungainly, and neither skinny nor fat. His mousy brown hair is tangled, and his brown eyes are the only lively thing about his face — until he smiles.

Background: He is noted for his fairness, and shares all items found on an expedition equally with all party members. He is true and loyal to those who work with him.

Special notes: also speaks Goblin.

#41 Walwyn of Stonehill

LVL	9	Align	Neutral	Class	M/U
AC	9	HP	29	THACO	17

(using dagger +1) 16

STR	9
INT	16
WIS	13
DEX	12
CON	9
CHA	6

Saving Throws	
P/D	11
MW	12
S/P	11
DB	14
SP/MS	11

Spells:	1 st -level:	<i>charm person, shield, sleep</i>
	2 nd -level:	<i>knock, levitate, web</i>
	3 rd -level:	<i>fire ball (x2), haste</i>
	4 th -level:	<i>charm monster, remove curse</i>
	5 th -level:	<i>conjure elemental</i>

Equipment: carries dagger +1, ring of protection +1, wand of cold (12 charges).

Description: Walwyn is a quiet man from the mountains. He is 6'1" and weighs 181 lbs. He dresses in browns and forest greens like an outdoorsman.

Background: Walwyn has great dignity, and his presence is enough to quiet a room. He is highly respected, and he rarely interferes in others' affairs unless asked. He prefers rings and wands to other magical items.

Special notes: also speaks Gnome and Kobold.

#42 Zarkon the Blue

LVL	7	Align	Chaotic	Class	M/U
AC	9	HP	16	THACO	17

(using dagger +1) 16

STR	9
INT	14
WIS	13
DEX	9
CON	6
CHA	6

Saving Throws	
P/D	11
MW	11
S/P	11
DB	14
SP/MS	11

Spells:	1 st -level:	<i>sleep, charm person, shield</i>
	2 nd -level:	<i>ESP, levitate, mirror image</i>
	3 rd -level:	<i>fire ball, lightning bolt</i>
	4 th -level:	<i>polymorph others, wall of ice</i>

Equipment: carries a dagger +1, ring of protection +1, wand of fire balls (9 charges).

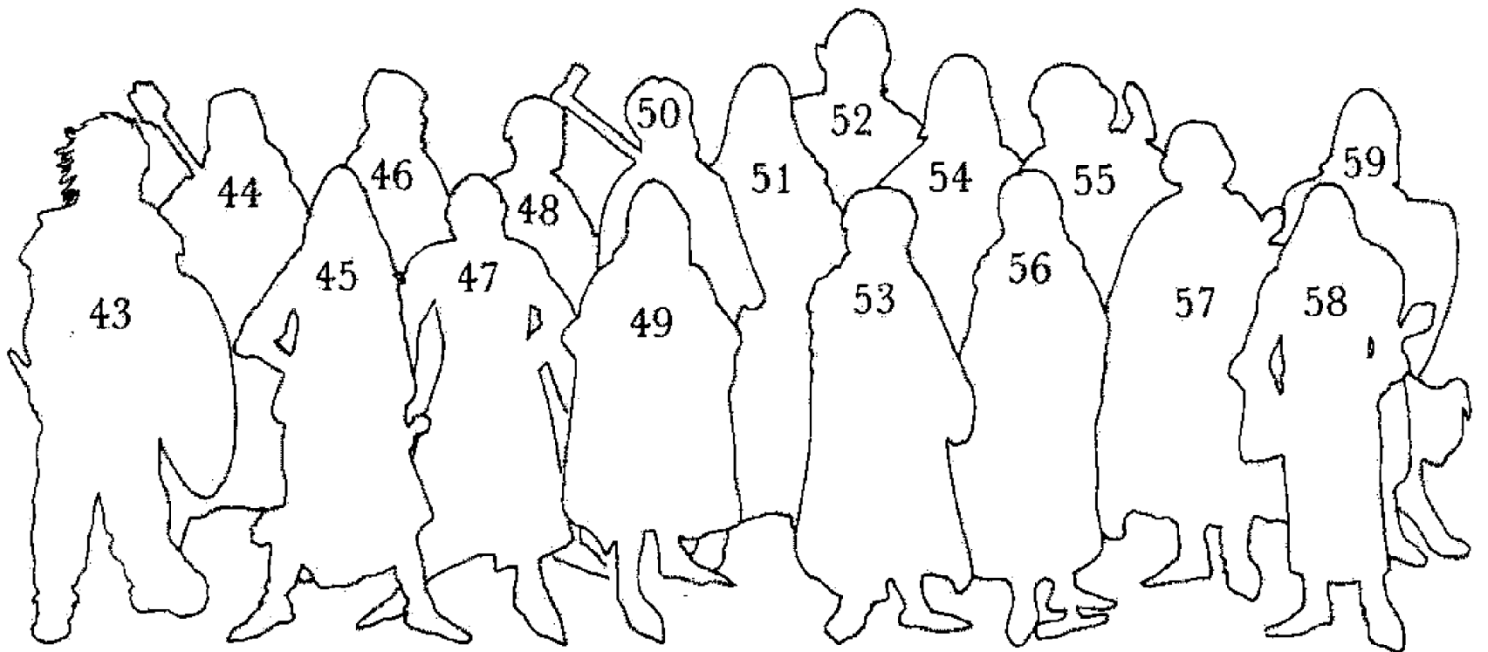
Description: Zarkon's beard is thin and his dark hair needs cutting. He is slender, wears dark blue clothing, and has startling blue eyes.

Background: Zarkon is brash and young. He likes to play practical jokes, although he dislikes having jokes played on him. He brags too much, and sometimes makes promises he cannot keep. You cannot trust him when the chips are down.

Special notes: also speaks Hobgoblin.



Clerics



#43 Ambrose the Celt

LVL	1	Align	Lawful	Class	Cleric
AC	6	HP	6	THACO	18

STR	13
INT	7
WIS	13
DEX	10
CON	10
CHA	9

Saving Throws	
P/D	11
MW	12
S/P	14
DB	16
SP/MS	14

Equipment: wears leather armor, shield; carries a club, 2 bottles of holy water.

Description: Ambrose the Celt is a solid (5'8", 178 lbs.) and devout man. He is young, and is not tonsured, although he is dressed as a cleric.

Background: He does not believe in bloodshed, but he will bash enemies on the head to subdue them. He insists on praying for one hour a day. He is loyal and fearless in the face of evil.

#44 Brother Bevis

LVL	2	Align	Lawful	Class	Cleric
AC	5	HP	13	THACO	20

STR	8
INT	10
WIS	13
DEX	10
CON	10
CHA	9

Saving Throws	
P/D	11
MW	12
S/P	14
DB	16
SP/MS	14

Spells: 1st-level: *cure light wounds*

Equipment: wears chainmail, helm; carries mace, 2 bottles of holy water, holy symbol.

Description: Brother Bevis stands 6'3" and weighs 132 lbs. His hair is light brown, and he sports a fairly well-groomed beard. He prefers dark brown clerical robes over his chainmail and always carries his mace.

Background: Bevis is a quiet, mild man, and has spent most of his 29 years in meditation. He tries to show mercy to his enemies, but he will kill to save members of his party.

#45 Cordelia the Cleric

LVL	3	Align	Chaotic	Class	Cleric
AC	4	HP	16	THACO	19

STR	12
INT	7
WIS	15
DEX	13
CON	9
CHA	10

Saving Throws	
P/D	11
MW	12
S/P	14
DB	16
SP/MS	14

Spells: 1st-level: *cure light wounds, protection from evil*

Equipment: wears chainmail and helm; carries mace, 2 bottles of holy water, holy symbol.

Description: Cordelia is 25, has light auburn hair, has hazel eyes, stands 5'9", and weighs 123 lbs.

Background: Cordelia is moody: at one time she believes in mercy, and at another she believes that the only good snake is a dead snake. She feels her job is more to tend to the wounds and spiritual needs of the party than to fight.

#46 Dominique the Sorrows

LVL	4	AL	Lawful	CL	Cleric
AC	5	HP	23	THACO	19

STR	12
INT	13
WIS	12
DEX	10
CON	12
CHA	7

Saving Throws	
P/D	11
MW	12
S/P	14
DB	16
SP/MS	15

Spells: 1st-level: *cure light wounds, protection from evil*
2nd-level: *find traps*

Equipment: wears chainmail, helm; carries mace, 2 bottles of holy water, holy symbol.

Description: Dominique is tall (6', 136 lbs.) and prefers reddish-brown robes. She is attractive, but rarely smiles, because she feels guilty about killing some of her enemies.

Background: Dominique has killed many enemies in battle, but afterwards, she always says a prayer for their misguided ways. She is very loyal to her friends, and dislikes chaotic people, believing that they have no self-control.

Special notes: also speaks Elf.

#47 Egbert Swordbreaker

LVL	5	Align	Chaotic	Class	Cleric
AC	7	HP	27	THACO	17

STR	9
INT	8
WIS	16
DEX	5
CON	11
CHA	10

Saving Throws	
P/D	9
MW	10
S/P	12
DB	14
SP/MS	11

Spells: 1st-level: *cure light wounds, remove fear*
2nd-level: *bless, speak with animals*

Equipment: wears chainmail, helm; carries mace, 2 bottles of holy water, holy symbol.

Description: Egbert is in his late 30's, 5'7", and 168 lbs. He has black hair, a full beard, and prefers black clerical robes, over which he wears his armor. He wears his holy symbol outside his armor.

Background: When he is not trying to make fighters "see the light," Egbert is busy carousing with them in taverns. In combat, he attacks fiercely if he thinks he can profit by it. Otherwise, he hangs back.

#48 Friar Fergus

LVL	6	Align	Lawful	Class	Cleric
AC	3	HP	29	THACO	17

STR	10
INT	12
WIS	17
DEX	9
CON	8
CHA	8

(using mace +1) 16	
Saving Throws	
P/D	9
MW	10
S/P	12
DB	14
SP/MS	11

Spells: 1st-level: *cure light wounds, light*
2nd-level: *find traps, resist fire*
3rd-level: *cure disease*

Equipment: wears plate mail, helm; carries mace +1, 3 bottles of holy water, silver holy symbol.

Description: Friar Fergus is in his 40's, stands 5'8", and weighs 182 lbs. He has tonsured, graying hair and wears black clerical garb over his armor. Fergus shows his holy symbol proudly.

Background: He is a stern man, but very loyal to his friends. He insists that 1 of every 100 gp his party earns be given to his sect. Many fighters think him too stern, but they want him along because of his healing powers.

#49 Humbert the Large					
LVL	7	Align	Chaotic	Class	Cleric
AC	2	HP	38	THACO	19

(using mace +1) 18

STR	5
INT	10
WIS	15
DEX	10
CON	10
CHA	16

Saving Throws	
P/D	9
MW	9
S/P	12
DB	14
SP/MS	11

Spells:	1 st -level:	<i>cure light wounds, light, purify food and water</i>
	2 nd -level:	<i>silence 15' radius, bless</i>
	3 rd -level:	<i>cure disease, striking</i>

Equipment: wears plate mail, helm, shield; carries mace +1, 5 bottles of holy water, 3 holy symbols.

Description: Humbert the Large is 5'4", weighs 186 lbs., has bright red hair, and wears gray clerical robes over his plate mail. On his shield he displays one of his holy symbols, while he wears the other around his neck.

Background: Humbert loves good food and the easy life. He will go on any expedition that is well-provisioned if he is promised a good share of the profit. He is more interested in personal gain than in profits for his religion. Despite his size, his deep speaking voice impresses people.

#52 Ludovicus the Long					
LVL	10	Align	Chaotic	Class	Cleric
AC	2	HP	37	THACO	13

(using war hammer +1) 12

STR	15
INT	11
WIS	9
DEX	9
CON	5
CHA	13

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	11

Spells:	1 st -level:	<i>cure light wounds, light, detect evil, resist cold</i>
	2 nd -level:	<i>hold person, bless, resist fire, snake charm</i>
	3 rd -level:	<i>cure disease, growth of animals, locate object</i>
	4 th -level:	<i>cure serious wounds, neutralize poison</i>
	5 th -level:	<i>dispel evil</i>

Equipment: wears plate mail, shield; carries war hammer +1, mace, 6 bottles of holy water, holy symbol.

Description: Ludovicus is 37, stands 6'7", and weighs 175 lbs. He is bald and has deep brown eyes. He wears crimson clerical robes and gilded armor.

Background: Ludovicus will stay with a party and help them as long as it is profitable for him. "Gods help those who help themselves," he says seriously. He values gold highly.

#50 Jerome the Holy					
LVL	8	Align	Neutral	Class	Cleric
AC	1	HP	43	THACO	17

(using war hammer +1) 16

STR	9
INT	7
WIS	11
DEX	13
CON	12
CHA	17

Saving Throws	
P/D	9
MW	10
S/P	12
DB	14
SP/MS	13

Spells:	1 st -level:	<i>cure light wounds, light</i>
	2 nd -level:	<i>bless, find traps, know alignment</i>
	3 rd -level:	<i>cure disease, remove curse</i>
	4 th -level:	<i>cure serious wounds</i>

Equipment: wears plate mail, shield; carries war hammer +1, sling and 20 pellets, 6 bottles of holy water, 3 holy symbols.

Description: Jerome is in his mid-40's, 5'11", weighs 165 lbs., and has iron-gray hair and beard. He wears white clerical robes over his armor and a holy symbol in full view around his neck.

Background: Jerome is a devout man, but he recognizes the need for money in this world. Because of his *remove curse* spell, men call him "the Holy."

#53 Mildthryth the Mild					
LVL	11	Align	Lawful	Class	Cleric
AC	2	HP	61	THACO	13

(using mace +2) 11

STR	13
INT	17
WIS	14
DEX	9
CON	12
CHA	11

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	10

Spells:	1 st -level:	<i>cure light wounds(x3), resist cold</i>
	2 nd -level:	<i>bless (x2), find traps (x2)</i>
	3 rd -level:	<i>cure disease, remove curse, continual light</i>
	4 th -level:	<i>cure serious wounds(x2), protection from evil 10' radius</i>
	5 th -level:	<i>commune, raise dead</i>

Equipment: wears plate mail, shield, helm; carries mace +2, sling and 20 pellets, 4 bottles of holy water, 3 silver holy symbols.

Description: Mildthryth is 35, stands 5'8", and weighs 125 lbs. She has brown hair, is quiet-spoken, and wears crimson clerical robes bordered in white at the collar, hem, and cuffs.

Background: Mildthryth is known as a healer, and fighters like her company because of her healing and fighting ability.

#51 Katharos the Pure					
LVL	3	Align	Lawful	Class	Cleric
AC	2	HP	38	THACO	19

(using mace +1) 18

STR	6
INT	11
WIS	14
DEX	8
CON	14
CHA	10

Saving Throws	
P/D	9
MW	9
S/P	12
DB	12
SP/MS	10

Spells:	1 st -level:	<i>cure light wounds, protection from evil, detect magic</i>
	2 nd -level:	<i>bless, resist fire, snake charm</i>
	3 rd -level:	<i>cure disease, remove curse, striking</i>
	4 th -level:	<i>cure serious wounds, sticks to snakes</i>

Equipment: wears plate mail, shield; carries mace +1, 5 bottles of holy water, 3 holy symbols.

Description: Katharos is anywhere from 29 to 49, stands 6'2", and weighs 163 lbs. He has graying black hair, is clean-shaven, and wears red clerical robes.

Background: Katharos gives all magical items except rings to his sect. He is rumored to have fought and beaten four wights. He is not loud about his beliefs, feeling that men have the right to their own beliefs. He is a loyal friend.

#54 Nestor the Wise					
LVL	11	Align	Neutral	Class	Cleric
AC	4	HP	60	THACO	14

(using war hammer +2) 12

STR	10
INT	8
WIS	18
DEX	5
CON	12
CHA	12

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	8

Spells:	1 st -level:	<i>cure light wounds (x2), detect evil, resist cold</i>
	2 nd -level:	<i>bless, find traps (x3)</i>
	3 rd -level:	<i>continual light, cure disease, growth of animals</i>
	4 th -level:	<i>cure serious wounds (x2), sticks to snakes</i>
	5 th -level:	<i>create food, insect plague, raise dead</i>

Equipment: wears plate mail, shield, helm; carries war hammer +2, 4 bottles of holy water, 2 holy symbols.

Description: Nestor looks very old, although he has just turned 50. He is 6'2", weighs 145 lbs., and has a well-groomed beard. Everything about him, from his hair to his dress, is gray.

Background: Nestor quests for knowledge, and to him, money is only another way to obtain his goal. Because of his healing spells and ability to locate objects, men call him "the Wise."

#55 Orlando the Bearkiller					
LVL	12	Align	Lawful	Class	Cleric
AC	3	HP	65	THACO	12

(using war hammer +2) 10

STR	16
INT	11
WIS	10
DEX	8
CON	12
CHA	8

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	11

Spells:	1 st -level:	<i>cure light wounds (x2), remove fear, resist cold</i>
	2 nd -level:	<i>bless, find traps (x2), resist fire</i>
	3 rd -level:	<i>continual light, cure disease (x2), locate object</i>
	4 th -level:	<i>cure serious wounds (x2), speak with plants</i>
	5 th -level:	<i>commune, raise dead</i>
	6 th -level:	<i>speak with monsters</i>

Equipment: wears plate mail, shield, helm; carries war hammer +2, 4 bottles of holy water, 3 holy symbols.

Description: Orlando is 6'2", and weighs 195 lbs. His hair and beard are graying brown, his eyes piercing gray. He dresses like a forester.

Background: Orlando loves a good meal and combat: using a club, he once killed a bear. Orlando has learned the healing arts well in his many campaigns. Once he went with the king to stop a goblin invasion, was trapped, and managed to fight his way free after slaying 9 goblins in single combat.

#58 Sister Sanchia					
LVL	9	Align	Lawful	Class	Cleric
AC	2	HP	59	THACO	13

(using mace +2) 11

STR	15
INT	9
WIS	13
DEX	9
CON	13
CHA	12

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	10

Spells:	1 st -level:	<i>cure light wounds (x3)</i>
	2 nd -level:	<i>bless, find traps, silence 15' radius</i>
	3 rd -level:	<i>cure disease (x2), remove curse</i>
	4 th -level:	<i>cure serious wounds, neutralize poison</i>

Equipment: wears plate mail, shield; carries mace +2, mace, 4 bottles of holy water, 4 holy symbols.

Description: Sanchia is young and dark-haired, weighs 107 lbs, and stands 5'4" tall. She prefers traveller's garb, usually light blues and grays. She wears her armor over her clothing, and her light blue surcoat has a white dove on the right breast. Her shield bears the word "Honor."

Background: Although known mainly as a healer, Sanchia is also well-known for killing a local bandit chieftain. She is very clever and loyal to her friends.

#56 Penelope of West Haven					
LVL	12	Align	Chaotic	Class	Cleric
AC	3	HP	46	THACO	14

(using club +2) 12

STR	10
INT	7
WIS	14
DEX	12
CON	8
CHA	11

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	10

Spells:	1 st -level:	<i>cure light wounds (x2), light, protection from evil</i>
	2 nd -level:	<i>find traps, snake charm, hold person, know alignment</i>
	3 rd -level:	<i>cure disease, locate object</i>
	4 th -level:	<i>cure serious wounds (x2), neutralize poison, sticks to snakes</i>
	5 th -level:	<i>quest, raise dead</i>
	6 th -level:	<i>word of recall</i>

Equipment: wears plate mail, shield; carries club +2, 4 bottles of holy water, 3 holy symbols.

Description: Penelope has timeless beauty and grace. She is 5'8", weighs 131 lbs., has brown hair and eyes, and favors tan clerical garb. Her armor and shield are gilded.

Background: Penelope keeps to herself, saying nothing about the rumor that she has a demon in bondage (the rumor is a lie). She believes how well she profits from an expedition shows how well her god favors the adventurers.

#59 Theodoric of Abbey Temaraire					
LVL	9	Align	Chaotic	Class	Cleric
AC	3	HP	42	THACO	15

(using club +2) 13

STR	6
INT	11
WIS	13
DEX	8
CON	6
CHA	11

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	10

Spells:	1 st -level:	<i>detect magic, cure light wounds, resist cold</i>
	2 nd -level:	<i>find traps, know alignment, resist fire</i>
	3 rd -level:	<i>cure disease, locate object continual light</i>
	4 th -level:	<i>cure serious wounds, neutralize poison</i>

Equipment: wears plate mail, shield, helmet; carries club +2, 3 bottles of holy water, 2 holy symbols.

Description: At 37, Theodoric weighs 130 lbs. and stands 5'7". He wears bright garments under his armor and a bright green surcoat over it. He has pale blond hair and blue eyes.

Background: Theodoric prefers to be in the front of battle, where he is most apt to find treasure. He believes that surviving is a sign of his god's favor.

Special notes: He has a pet war dog who hates every-one.

#57 Roderick the Converter					
LVL	9	Align	Neutral	Class	Cleric
AC	2	HP	43	THACO	14

(using mace +2) 12

STR	6
INT	11
WIS	14
DEX	8
CON	14
CHA	10

Saving Throws	
P/D	9
MW	9
S/P	12
DB	12
SP/MS	10

Spells:	1 st -level:	<i>cure light wounds, detect evil, light</i>
	2 nd -level:	<i>find trap, hold person, snake charm</i>
	3 rd -level:	<i>cure disease, growth of animals, locate object</i>
	4 th -level:	<i>cure serious wounds, neutralize poison</i>

Equipment: wears plate mail, shield; carries mace +2, 4 bottles of holy water, 2 holy symbols.

Description: Roderick is tanned, healthy, and in his late 30's. At 5'6" and 142 lbs., he looks unimpressive. He wears white clerical garb and a red cloak over his armor.

Background: Once he begins to speak, Roderick has a very convincing voice. He likes to talk and swap tales. He carries the beliefs of his sect everywhere he goes, and insists that all party members give 1% of their earnings to his sect.

#60 Aiden Ablefingers					
LVL	1	Align	Lawful	Class	Thief
AC	6	HP	4	THACO	19

(Backstabbing) 15

STR	9
INT	4
WIS	11
DEX	13
CON	10
CHA	13

Saving Throws	
P/D	13
MW	14
S/P	13
DB	16
SP/MS	15

Thieves Skills:	Open Locks	15
	Remove Traps	10
	Pick Pockets	20
	Move Silently	20
	Climb Sheer Surfaces	87
	Hide in Shadows	10
	Hear Noise	1-2

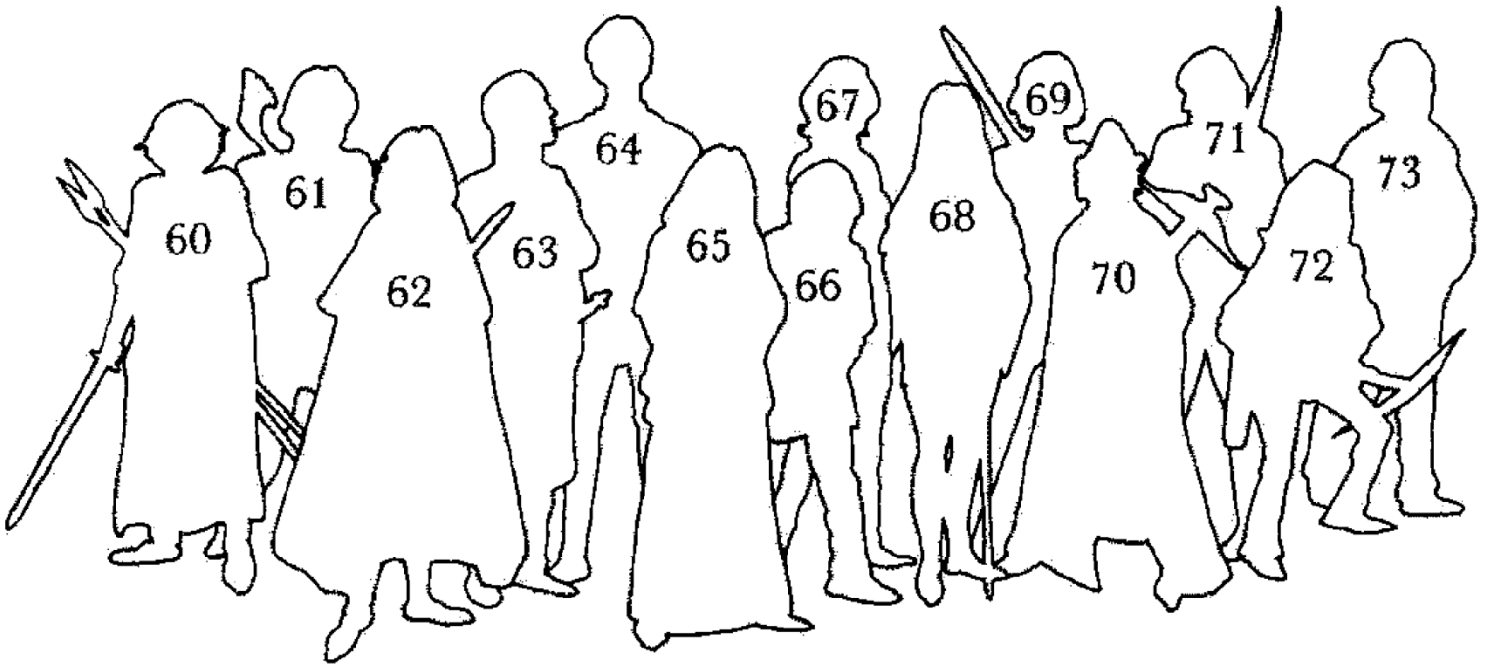
Equipment: carries sword, dagger, 2 javelins.

Description: Young Aiden stands 5'4" and weighs 125 lbs. He is fair-haired and has innocent blue eyes. Aiden dresses like a fighter and tells people he is a forester.

Background: If caught, he puts on his "Who? Me?" face. In truth, he is a thief for hire, and has a promising future. Aiden does not steal for fun.



Thieves



#61 Barnabas Bladecutter					
LVL	2	Align	Chaotic	Class	Thief
AC	5	HP	7	THACO	19

(Backstabbing) 15

STR	12	Saving Throws	
INT	7	P/D	13
WIS	16	MW	14
DEX	16	S/P	13
CON	9	DB	16
CHA	15	SP/MS	13

Thieves Skills:	Open Locks	20
	Remove Traps	15
	Pick Pockets	25
	Move Silently	25
	Climb Sheer Surfaces	88
	Hide in Shadows	15
	Hear Noise	1-2

Equipment: wears leather armor; carries sword, two daggers (one in boot), hand axe.

Description: Barnabas stands 5'8" and weighs 142 lbs. He has brown hair, a thin moustache, and wears brown and buff clothing.

Background: Barnabas would steal the coins off a dead man's eyes if they were valuable enough. He swiped the constable's purse, cutting it free as the constable rode by — hence his name "Blade-Cutter." Barnabas always listens to stories of wealth, figuring that stealing is easier than any other job. If something is a challenge enough, he may try it for the experience, although he likes gold coins better.

#64 Fenris the Filch					
LVL	5	Align	Lawful	Class	Thief
AC	7	HP	15	THACO	16

(Backstabbing) 12

STR	11	Saving Throws	
INT	10	P/D	11
WIS	15	MW	12
DEX	12	S/P	11
CON	7	DB	14
CHA	11	SP/MS	12

Thieves Skills:	Open Locks	35
	Remove Traps	40
	Pick Pockets	40
	Move Silently	40
	Climb Sheer Surfaces	91
	Hide in Shadows	30
	Hear Noise	1-3

Equipment: wears leather armor; carries sword, dagger +1.

Description: Fenris is tall and lanky (6'3" and 161 lbs.). His hair is ash-blond, his eyes pale gray. His armor is so worn its black has faded to dark gray. He is not handsome, but his height makes him stand out among other thieves.

Background: Once Fenris worked on a merchant ship as a guard, but he robbed a tomb in a foreign port, saw the profit in thievery, and has been a dedicated thief since then. He is very loyal, and has never abandoned a friend.

#62 Celeste the Swift					
LVL	3	Align	Neutral	Class	Thief
AC	7	HP	13	THACO	20

(Backstabbing) 16

STR	7	Saving Throws	
INT	7	P/D	13
WIS	13	MW	14
DEX	10	S/P	13
CON	15	DB	16
CHA	13	SP/MS	14

Thieves Skills:	Open Locks	20
	Remove Traps	20
	Pick Pockets	25
	Move Silently	30
	Climb Sheer Surfaces	89
	Hide in Shadows	20
	Hear Noise	1-3

Equipment: wears leather armor; carries sword, dagger, sling and 20 pellets.

Description:

Background: Celeste is not swift in mind or body: her nickname comes from a time when she was robbing a house, climbed the chimney, fell, and escaped unharmed. Her nickname, "Chimney Swift," has been shortened to "Swift." She does not trust other thieves but will join any party that promises adventure and excitement.

#65 Gwynne Cutpurse					
LVL	6	Align	Lawful	Class	Thief
AC	5	HP	21	THACO	16

(Backstabbing) 12

STR	13	Saving Throws	
INT	17	P/D	11
WIS	14	MW	12
DEX	17	S/P	11
CON	11	DB	14
CHA	14	SP/MS	12

Thieves Skills:	Open Locks	45
	Remove Traps	40
	Pick Pockets	45
	Move Silently	45
	Climb Sheer Surfaces	92
	Hide in Shadows	36
	Hear Noise	1-3

Equipment: wears leather armor; carries sword, dagger +1.

Description: Gwynne Cutpurse is 5'9", weighs 125 lbs., has auburn hair and green eyes, and prefers sky-blue and gray garments. She keeps her sling in a pouch, her dagger strapped to her forearm inside a large bell sleeve. She wears her hair in bangs to hide a T-shaped scar in the center of her forehead. This scar is from a branding iron once used to mark convicted thieves.

Background: Gwynne goes to taverns and way stations, slits the bottom of a rich drunkard's purse, and secretly removes its contents. Gwynne hates jailers.

#63 Dolan Black-Hair					
LVL	4	Align	Chaotic	Class	Thief
AC	6	HP	15	THACO	20

(Backstabbing) 16

STR	9	Saving Throws	
INT	7	P/D	13
WIS	15	MW	14
DEX	14	S/P	13
CON	10	DB	16
CHA	11	SP/MS	14

Thieves Skills:	Open Locks	30
	Remove Traps	25
	Pick Pockets	35
	Move Silently	35
	Climb Sheer Surfaces	90
	Hide in Shadows	25
	Hear Noise	1-3

Equipment: wears leather armor; carries sword, dagger, sling and 15 pellets.

Description: Dolan is 5'6", weighs 149 lbs., and has long dark hair that he ties up or braids while working. He is clean-shaven and dresses like a rich nobleman's son: his weapons have gilded hilts, and he favors suede jerkins. All the tavern wenches think he is handsome.

Background: Dolan rarely befriends anyone, but whoever does him a great service (such as save his life or come to his aid in a desperate situation) is a friend for life. Although he acts like a gentleman, he is not above slitting a throat if he sees a need.

#66 Hrothgar the Sly					
LVL	7	Align	Neutral	Class	Thief
AC	6	HP	25	THACO	19

(Backstabbing) 15

STR	5	Saving Throws	
INT	9	P/D	11
WIS	11	MW	12
DEX	15	S/P	11
CON	9	DB	14
CHA	8	SP/MS	13

Thieves Skills:	Open Locks	55
	Remove Traps	50
	Pick Pockets	55
	Move Silently	55
	Climb Sheer Surfaces	93
	Hide in Shadows	45
	Hear Noise	1-4

Equipment: wears leather armor; carries sword, dagger +1.

Description: Hrothgar is small (5'3", 118 lbs.). His hair and beard are mousy brown. His dark brown eyes are never still. Resembling a tailor or cobbler, he can pass unnoticed through most crowds.

Background: Hrothgar believes the gods made enough money for everyone, and it is each person's duty to use his wits and claim his share. So far, Hrothgar has claimed his and two other people's fair share.

#67 Jake Jump-Water					
LVL	8	Align	Chaotic	Class	Thief
AC	6	HP	31	THACO	16
(Backstabbing) 12					
STR	13	Saving Throws			
INT	8	P/D	11	MW	12
WIS	9	S/P	11	DB	14
DEX	13	SP/MS	13		
CON	12				
CHA	12				
Thieves Skills:		Open Locks	65		
		Remove Traps	60		
		Pick Pockets	65		
		Move Silently	65		
		Climb Sheer Surfaces	94		
		Hide in Shadows	55		
		Hear Noise	1-4		
Equipment: wears leather armor; carries sword, 2 daggers (one +1, worn in boot), sling and 20 pellets.					
Description: Jake is 40, 5'9", and weighs 155 lbs. He has graying black hair and a slender moustache, and favors brown and dark gray clothing, looking somewhat like a forester.					
Background: Jake often runs down, up, or through a stream to confuse those who track him. He relies more on speed and wits than brawn in a battle, and prefers to run unless cornered. Jake often says, "He who steals and runs away profits well another day."					

#68 Katie Cruell					
LVL	9	Align	Lawful	Class	Thief
AC	6	HP	25	THACO	13
(Backstabbing) 9					
STR	14	Saving Throws			
INT	11	P/D	9	MW	10
WIS	15	S/P	9	DB	12
DEX	15	SP/MS	10		
CON	8				
CHA	6				
Thieves Skills:		Open Locks	75		
		Remove Traps	70		
		Pick Pockets	75		
		Move Silently	75		
		Climb Sheer Surfaces	90		
		Hide in Shadows	75		
		Hear Noise	1-4		
Equipment: wears leather armor; carries sword, 2 daggers, <u>dagger +1</u> .					
Description: Katie stands 5' 10", weighs 145 lbs., has raven hair, brown eyes, and favors dark red and navy blue garments that do not show blood easily. She straps one dagger (+1) to her left forearm, hides another in her right boot, and wears the third at her waist.					
Background: Katie's bitter wit spoils her stunning appearance. She is very competitive and must steal at every chance. She admits this, saying, "Stealing is my profession; if I do not practice, I will grow careless."					

#69 Lenore the Beautiful					
LVL	10	Align	Neutral	Class	Thief
AC	7	HP	34	THACO	13
(Backstabbing) 9					
STR	7	Saving Throws			
INT	10	P/D	9	MW	10
WIS	16	S/P	9	DB	12
DEX	10	SP/MS	9		
CON	9				
CHA	16				
Thieves Skills:		Open Locks	85		
		Remove Traps	85		
		Pick Pockets	85		
		Move Silently	85		
		Climb Sheer Surfaces	96		
		Hide in Shadows	75		
		Hear Noise	1-4		
Equipment: wears leather armor; carries sword, <u>dagger +2</u> .					
Description: Lenore is 5'11", red-headed, weighs 133 lbs., and has blue eyes. She wears buff and gray-green under a brown cape. She wears a 50' silk rope as a sash.					
Background: Lenore collects gemstones. She insists on taking her share of treasure in gems whenever she can, claiming that she cannot carry all "that heavy gold and silver." She recalls the cruel treatment she received from slavers, and usually goes out of her way to steal from them.					

#70 Miles the Highwayman					
LVL	11	Align	Chaotic	Class	Thief
AC	7	HP	23	THACO	13
(Backstabbing) 9					
STR	6	Saving Throws			
INT	13	P/D	9	MW	10
WIS	12	S/P	9	DB	12
DEX	9	SP/MS	11		
CON	7				
CHA	8				
Thieves Skills:		Open Locks	95		
		Remove Traps	00		
		Pick Pockets	95		
		Move Silently	95		
		Climb Sheer Surfaces	97		
		Hide in Shadows	85		
		Hear Noise	1-5		
Equipment: wears leather armor; carries <u>dagger +2</u> , sword, light crossbow.					
Description: Miles is slender (5'7", 125 lbs.). His brown hair and beard are neatly trimmed, and his dark eyes are stern.					
Background: Miles uses a fallen tree to slow up travellers and coaches, covers them with his crossbow, and has them hand over their valuables. Then he thanks them and leaves. He prefers outdoors to dungeons, but if profit is to be had, he may join a dungeon party. Once in a great while Miles kills a victim who is grumpy, but sometimes he leaves a pretty woman her valuables if the mood strikes him.					
Special notes: also speaks Dwarf.					

#71 Olwynn White-Hand					
LVL	12	Align	Neutral	Class	Thief
AC	7	HP	36	THACO	11
(Backstabbing) 7					
STR	13	Saving Throws			
INT	10	P/D	9	MW	10
WIS	9	S/P	9	DB	12
DEX	9	SP/MS	11		
CON	10				
CHA	8				
Thieves Skills:		Open Locks	96		
		Remove Traps	95		
		Pick Pockets	105/99		
		Move Silently	96		
		Climb Sheer Surfaces	98		
		Hide in Shadows	90		
		Hear Noise	1-5		
Equipment: wears leather armor; carries <u>dagger +2</u> , <u>sword +1</u> , bow and 10 arrows.					
Description: Olwyn is middle-aged, stands 6' even, and weighs 176 lbs. He has brown eyes, his blond hair is streaked with gray, and he is clean-shaven. Olwyn fancies himself a displaced nobleman: he wears a dark green cape and a yellow coat (decorated with a white fist) over his armor.					
Background: Olwyn loves adventure, and will join those who interest him in their plans. Once he agrees to terms, he prides himself on keeping them, although he drives a hard bargain. He does not trust clerics unless they are lawful.					

#72 Sara of the Slight Touch					
LVL	13	Align	Chaotic	Class	Thief
AC	4	HP	36	THACO	7
(Backstabbing) 3					
STR	18	Saving Throws			
INT	7	P/D	7	MW	8
WIS	13	S/P	7	DB	10
DEX	18	SP/MS	8		
CON	10				
CHA	7				
Thieves Skills:		Open Locks	97		
		Remove Traps	97		
		Pick Pockets	115/99		
		Move Silently	98		
		Climb Sheer Surfaces	99		
		Hide in Shadows	95		
		Hear Noise	1-5		
Equipment: wears leather armor; carries a <u>dagger +2</u> , sword, light crossbow and 10 quarrels.					
Description: Sara is 5'6" and weighs 130 lbs. She has long, braided brown hair and sparkling brown eyes. She wears brown and tan and is most at home in a crowd where she can "make a mint."					
Background: Her harsh sense of humor spoils her good looks, and word in the thieves' quarter is that she is a loner, serving only herself. Sara will take the money and run unless the party is very friendly toward her. She rarely joins combat or lets anyone know her real strength.					

#70 Miles the Highwayman					
LVL	11	Align	Chaotic	Class	Thief
AC	7	HP	23	THACO	13
(Backstabbing) 9					
STR	6	Saving Throws			
INT	13	P/D	9	MW	10
WIS	12	S/P	9	DB	12
DEX	9	SP/MS	11		
CON	7				
CHA	8				
Thieves Skills:		Open Locks	95		
		Remove Traps	00		
		Pick Pockets	95		
		Move Silently	95		
		Climb Sheer Surfaces	97		
		Hide in Shadows	85		
		Hear Noise	1-5		
Equipment: wears leather armor; carries <u>dagger +2</u> , sword, light crossbow.					
Description: Miles is slender (5'7", 125 lbs.). His brown hair and beard are neatly trimmed, and his dark eyes are stern.					
Background: Miles uses a fallen tree to slow up travellers and coaches, covers them with his crossbow, and has them hand over their valuables. Then he thanks them and leaves. He prefers outdoors to dungeons, but if profit is to be had, he may join a dungeon party. Once in a great while Miles kills a victim who is grumpy, but sometimes he leaves a pretty woman her valuables if the mood strikes him.					
Special notes: also speaks Dwarf.					

#71 Olwynn White-Hand					
LVL	12	Align	Neutral	Class	Thief
AC	7	HP	36	THACO	11
(Backstabbing) 7					
STR	13	Saving Throws			
INT	10	P/D	9	MW	10
WIS	9	S/P	9	DB	12
DEX	9	SP/MS	11		
CON	10				
CHA	8				
Thieves Skills:		Open Locks	96		
		Remove Traps	95		
		Pick Pockets	105/99		
		Move Silently	96		
		Climb Sheer Surfaces	98		
		Hide in Shadows	90		
		Hear Noise	1-5		
Equipment: wears leather armor; carries <u>dagger +2</u> , <u>sword +1</u> , bow and 10 arrows.					
Description: Olwyn is middle-aged, stands 6' even, and weighs 176 lbs. He has brown eyes, his blond hair is streaked with gray, and he is clean-shaven. Olwyn fancies himself a displaced nobleman: he wears a dark green cape and a yellow coat (decorated with a white fist) over his armor.					
Background: Olwyn loves adventure, and will join those who interest him in their plans. Once he agrees to terms, he prides himself on keeping them, although he drives a hard bargain. He does not trust clerics unless they are lawful.					

#72 Sara of the Slight Touch					
LVL	13	Align	Chaotic	Class	Thief
AC	4	HP	36	THACO	7
(Backstabbing) 3					
STR	18	Saving Throws			
INT	7	P/D	7	MW	8
WIS	13	S/P	7	DB	10
DEX	18	SP/MS	8		
CON	10				
CHA	7				
Thieves Skills:		Open Locks	97		
		Remove Traps	97		
		Pick Pockets	115/99		
		Move Silently	98		
		Climb Sheer Surfaces	99		
		Hide in Shadows	95		
		Hear Noise	1-5		
Equipment: wears leather armor; carries a <u>dagger +2</u> , sword, light crossbow and 10 quarrels.					
Description: Sara is 5'6" and weighs 130 lbs. She has long, braided brown hair and sparkling brown eyes. She wears brown and tan and is most at home in a crowd where she can "make a mint."					
Background: Her harsh sense of humor spoils her good looks, and word in the thieves' quarter is that she is a loner, serving only herself. Sara will take the money and run unless the party is very friendly toward her. She rarely joins combat or lets anyone know her real strength.					



Dwarves



#73 Zacharias the Nimble					
LVL	14	Align	Lawful	Class	Thief
AC	5	HP	48	THACO	11

(Backstabbing) 7

STR	8
INT	11
WIS	14
DEX	16
CON	15
CHA	10

Saving Throws	
P/D	7
MW	8
S/P	7
DB	10
SP/MS	8

Thieves Skills:	Open Locks	99
	Remove Traps	99
	Pick Pockets	125/99
	Move Silently	99
	Climb Sheer Surfaces	99
	Hide in Shadows	99
	Hear Noise	1-5

Equipment: wears leather armor; carries sword +2, dagger +2, sling and 20 pellets.

Description: Zacharias is 6'4" and weighs 180 lbs. He has black hair, a pointed beard, and dark eyes. He favors dark gray and black clothing that makes him look mysterious.

Background: Zacharias never sits with his back to a door or window: he does not trust magic-users. He believes that a man should escape when he can, but if escape is impossible, should stand and fight it out to the end; still, he has never left a friend in need.

#76 Darby of Stonehill					
LVL	3	Align	Neutral	Class	Dwarf
AC	3	HP	23	THACO	19

STR	9
INT	12
WIS	12
DEX	15
CON	11
CHA	14

Saving Throws	
P/D	8
MW	9
S/P	10
DB	13
SP/MS	12

Equipment: wears chainmail, shield; carries mace, sword, dagger.

Description: Darby is 3'5" and weighs 140 lbs. His hair and long beard are light brown. His shield is gilded, and on his sword hilt is a large (but flawed, value=45 gp) ruby.

Background: Darby values gold more than other coins, though he knows the worth of gems and metal. He distrusts thieves, but will join any adventure he thinks will be profitable.

#74 Astrid Helmsplitter					
LVL	1	Align	Lawful	Class	Dwarf
AC	6	HP	9	THACO	18

STR	13
INT	7
WIS	9
DEX	8
CON	14
CHA	13

Saving Throws	
P/D	8
MW	9
S/P	10
DB	13
SP/MS	12

Equipment: wears chainmail, helm; carries battle axe, sword, dagger.

Description: Astrid stands 4'0". She has brown hair and dark eyes, wears her mail over her clothes, and prefers her two-handed battle axe.

Background: Astrid hates orcs and dislikes most elves, (although she has met too few to know if there are any she could like). She likes underground adventures but is terrified at the thought of flying.

#77 Eben of Whitemount					
LVL	4	Align	Lawful	Class	Dwarf
AC	4	HP	32	THACO	17

STR	11
INT	8
WIS	10
DEX	11
CON	12
CHA	10

Saving Throws	
P/D	6
MW	7
S/P	8
DB	10
SP/MS	9

Equipment: wears chainmail, shield; carries mace, club, sword, dagger.

Description: Eben wears an emblem of crossed pickaxes on his shield.

Background: When not adventuring, Eben explores ruined buildings to see how they were designed and built. He loves good song and drink, though he bores people with long stories about well-made mines when he has had too much to drink. Eben hates orcs and will go out of his way to fight them. His loyalty is famous around Whitemount, where they tell stories of how Eben went down into a burning mine to save a friend.

#75 Brun the Brown					
LVL	2	Align	Chaotic	Class	Dwarf
AC	5	HP	16	THACO	19

STR	9
INT	9
WIS	15
DEX	7
CON	16
CHA	7

Saving Throws	
P/D	8
MW	9
S/P	10
DB	13
SP/MS	11

Equipment: wears chainmail, shield; carries war hammer, sword.

Description: Brun is short and stocky for a dwarf, almost as broad as he is tall. He wears chain mail over a red jerkin, and has the emblem of a red war hammer on his shield.

Background: Brun likes only halflings, human fighters, and other dwarves; he loves gold, but does not care for gems. Gold can be forged and made to "live" as decoration, but stones are not changed by the fires of life.

#78 Hugi Tunneltrue					
LVL	6	Align	Chaotic	Class	Dwarf
AC	5	HP	21	THACO	17

(using war hammer +1) 16

STR	11
INT	10
WIS	4
DEX	10
CON	14
CHA	12

Saving Throws	
P/D	6
MW	7
S/P	8
DB	10
SP/MS	11

Equipment: wears plate mail, shield; carries war hammer +1, sword, dagger.

Description: Hugi stands 5'7" and weighs 128 lbs. His brown hair and beard are long, and usually braided. His shield bears the upside down "U" of the Tunneltrue family.

Background: Hugi wants to be either a miser or a spendthrift, but is not sure which. He wastes and then hoards his money. He distrusts horses and large birds.

#79 Ifor, Hill-lord

LVL	7	Align	Lawful	Class	Dwarf
AC	5	HP	48	THACO	14

(using hand axe +1) 13

STR	9
INT	8
WIS	9
DEX	3
CON	16
CHA	11

Saving Throws	
P/D	4
MW	5
S/P	6
DB	7
SP/MS	6

Equipment: wears plate mail, shield; carries hand axe +1, sword, dagger.

Description: Ifor is middle-aged, and his iron-gray hair matches his iron nature.

Background: It is said that Ifor ruled a mountain, but dragons attacked it. He and three survivors slew the dragon, but ever since he has wandered homeless. He favors fighting men but also likes thieves, as thieves tend to steal from dragons. Any thief who angers a dragon is a friend of Ifor's.

#80 Leo Leopard-Bait

LVL	8	Align	Neutral	Class	Dwarf
AC	2	HP	76	THACO	14

(using mace +1) 13

STR	11
INT	7
WIS	13
DEX	12
CON	17
CHA	8

Saving Throws	
P/D	4
MW	5
S/P	6
DB	7
SP/MS	5

Equipment: wears plate mail, shield; carries mace +1, sword, dagger, pickaxe.

Description: Leo is tall for a dwarf (4'3") and weighs 138 lbs. He has blond hair and a braided beard.

Background: Leo once travelled to the southland jungles. There he was captured and used as bait for man-eating leopards. He strangled a leopard with his chains, but his face still bears the scars of three claws. Leo hates wealthy men and does not trust thieves. He feels at home with clerics, as a wandering monk brought back his health. Leo kicks cats when he gets the chance.

#81 Magda Mountainsplitter

LVL	9	Align	Chaotic	Class	Dwarf
AC	3	HP	56	THACO	14

(using war hammer +2) 12

STR	16
INT	7
WIS	12
DEX	7
CON	9
CHA	10

Saving Throws	
P/D	4
MW	5
S/P	6
DB	7
SP/MS	6

Equipment: wears plate mail, shield; carries war hammer +2, sword, mace.

Description: Magda stands 3'4" tall and weighs 110 lbs. She has brown hair and eyes. She has the magic war hammer she used, and shows its golden haft proudly.

Background: She likes other dwarves but is suspicious of most elves and many men. Magda hates orcs, and once stopped a war party by going down a shaft alone and knocking all the supporting timbers away. The mountain collapsed on the orcs, wiping them out. Magda would gladly repeat her stunt, but most adventurers she joins do not want her to kill orcs in that manner.

#82 Rollo the Hammer

LVL	10	Align	Neutral	Class	Dwarf
AC	0	HP	76	THACO	12

(using war hammer +2) 10

STR	11
INT	11
WIS	15
DEX	10
CON	14
CHA	10

Saving Throws	
P/D	2
MW	3
S/P	4
DB	4
SP/MS	2

Equipment: wears plate mail +2, shield; carries war hammer +2, hand axe, 2 daggers, light crossbow and 20 quarrels.

Description: Rollo is balding, but has a full, graying beard.

Background: Once Rollo was an armorer and weapon master in a lord's household. He learned to ride a horse, and made a name for himself when enemies raided the castle of his lord. Hearing noise and finding himself weaponless, he grabbed the blacksmith's hammer he was using and leapt into the battle. When the attack was over, Rollo was found surrounded by eleven enemy bodies. Since that day, the name "the Hammer" has stuck. Though he is healthy, Rollo always complains about his health.

#83 Ulf the Sledge

LVL	11	Align	Chaotic	Class	Dwarf
AC	2	HP	80	THACO	11

(using war hammer +2) 9

STR	13
INT	11
WIS	10
DEX	12
CON	14
CHA	9

Saving Throws	
P/D	2
MW	3
S/P	4
DB	4
SP/MS	3

Equipment: wears plate mail and shield; carries war hammer +2, short sword, hand axe.

Description: At present Ulf looks fifty, is heavily bearded, and has large streaks of gray in most of his hair.

Background: Ulf carries a sledge hammer. When he uses it, he slings his shield on his back. During a siege of a coastal city, Ulf and three shieldbearers attacked a gate that Ulf beat down while the shieldbearers protected him from missile fire. One of Ulf's favorite sports is to throw the sledge one-handed at a target fifty feet away. He usually earns enough on bets from this pastime to keep him in drinking money for a couple of days. Ulf is said to have wrestled with a giant cave bear and broken its back when he was younger.

#84 Aithne of Far Isle

LVL	1	Align	Neutral	Class	Elf
AC	6	HP	6	THACO	19

STR	12
INT	11
WIS	15
DEX	10
CON	9
CHA	9

Saving Throws	
P/D	12
MW	13
S/P	13
DB	15
SP/MS	14

Spells: 1st-level: *sleep*.

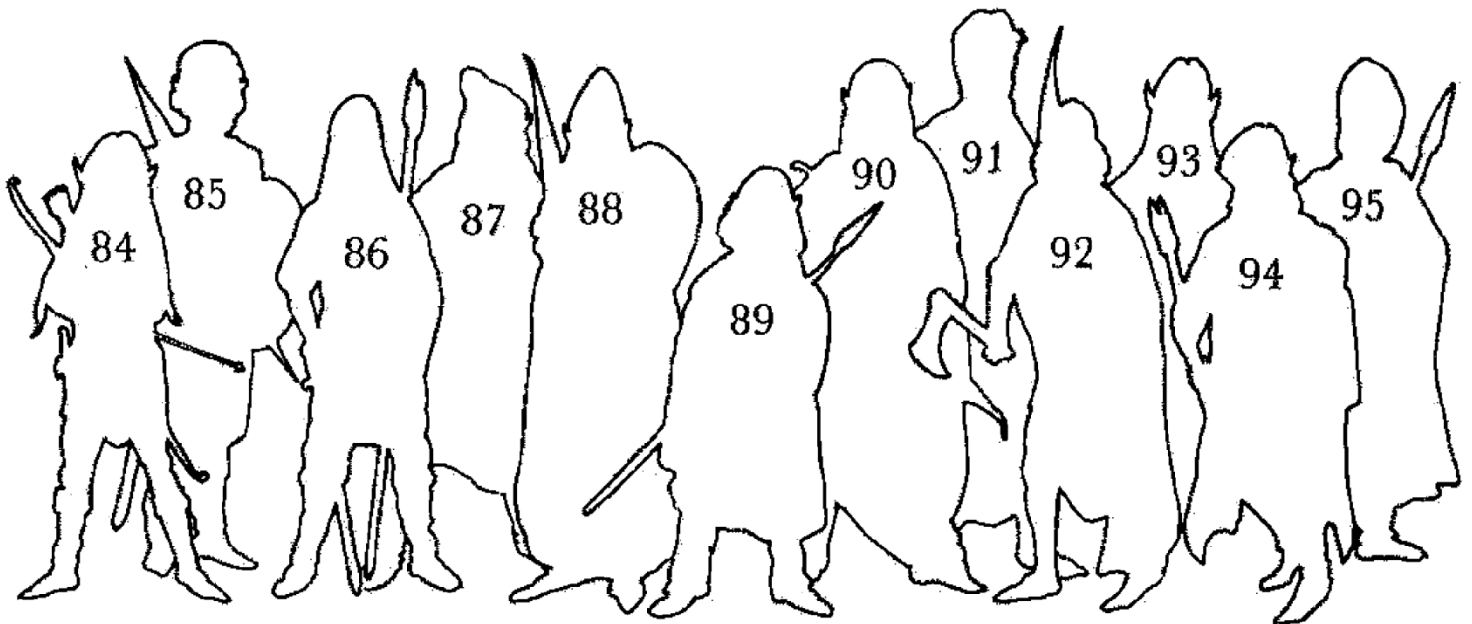
Equipment: wears leather armor, shield; carries sword, bow and 10 arrows, dagger.

Description: Aithne stands 5'2", weighs 101 lbs., and wears her dark red hair free down to her waist. She prefers to wears sky blue and ocean gray.

Background: Her name means "little fire." Aithne is from an island off the coast and prefers the woodlands to the underground, which she thinks is "too dark and damp." No one knows if she is dependable or not.



Elves



#85 Aneurin of the Oak					
LVL	2	Align	Chaotic	Class	Elf
AC	7	HP	11	THACO	18

STR	13
INT	11
WIS	9
DEX	6
CON	11
CHA	14

Saving Throws	
P/D	12
MW	13
S/P	13
DB	15
SP/MS	15

Spells:	1 st -level:	<i>charm, sleep</i>
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Equipment: wears leather armor +1, shield; carries sword, bow and 10 arrows, dagger.

Description: Aneurin wears the symbol of the oak tree on his shield. He is of uncertain age and has pale blond hair and a small beard. He favors green and tan clothes.

Background: Aneurin trained archers for the local baron but has since gone out on his own. He longs for adventure, and wants to make money as quickly as possible. No adventure is too risky for him to try.

#86 Blaise Barkbreaker					
LVL	3	Align	Lawful	Class	Elf
AC	3	HP	18	THACO	19

STR	9
INT	13
WIS	12
DEX	16
CON	11
CHA	9

Saving Throws	
P/D	12
MW	13
S/P	13
DB	15
SP/MS	15

Spells:	1 st -level:	<i>sleep (x2)</i>
	2 nd -level:	<i>web</i>

Equipment: wears chain mail, shield; carries sword, dagger, 4 javelins.

Description: Blaise is golden blond and clean-shaven.

Background: Blaise feels most at home with fighters and outdoorsmen, though he puts up with dwarves if they are not too serious. Blaise makes poultices from the bark of certain trees and often roams the woods for the ingredients he needs to make these medicines. He is a good hunter, and is said to know which barks to use to make a scent that attracts game. Blaise enjoys a good joke and a mug of ale, although no one has ever seen him drunk.

Special notes: also speaks Orc.

#87 Cathal of Greendale					
LVL	4	Align	Chaotic	Class	Elf
AC	3	HP	19	THACO	16

STR	15
INT	9
WIS	15
DEX	13
CON	8
CHA	11

Saving Throws	
P/D	8
MW	10
S/P	10
DB	11
SP/MS	11

Spells:	1 st -level:	<i>sleep, charm</i>
	2 nd -level:	<i>invisibility, detect invisible</i>

Equipment: wears chainmail, shield; carries sword, hand axe, dagger, sling and 20 pellets.

Description: Cathal stands 5'4" and weighs 123 lbs. He has light brown hair and wears a small moustache and beard. He wears dark blue and scarlet clothing and knee-length tan boots.

Background: Cathal left Greendale after a magic-user with whom he had quarrelled died mysteriously. He does not talk about the event. He stays to himself, although he aids any party when he feels it is to his advantage to do so. He takes no unnecessary chances.

#88 Dathi Dawntreader					
LVL	5	Align	Neutral	Class	Elf
AC	4	HP	33	THACO	17

(using sword +1) 16

STR	12
INT	10
WIS	6
DEX	10
CON	13
CHA	10

Saving Throws	
P/D	8
MW	10
S/P	10
DB	11
SP/MS	12

Spells:	1 st -level:	<i>sleep, charm</i>
	2 nd -level:	<i>detect evil, locate object</i>
	3 rd -level:	<i>lightning bolt</i>

Equipment: wears chainmail, shield, helm; carries sword, longbow and 20 arrows, dagger.

Description: Dathi's hair is blond streaked with silver, and his moustache hangs below his mouth.

Background: Dathi is a loner who takes long, thoughtful walks, and seeks the company of others only when he wishes adventure. Although he enjoys songs and music, Dathi rarely goes to a tavern just to drink. His skill as a scout is famous because he once tracked a band of horse thieves for nine days to bring the horses back to their owner. Dathi is a man of action and not words. He rarely argues about a subject. He makes up his mind and then acts without forcing others to join him.

#89 Elspeth Deerhunter					
LVL	6	Align	Lawful	Class	Elf
AC	4	HP	47	THACO	17

(using spear +1) 16

STR	12
INT	15
WIS	14
DEX	11
CON	16
CHA	18

Saving Throws	
P/D	2
MW	3
S/P	4
DB	4
SP/MS	3

Spells:	1 st -level:	<i>sleep, charm</i>
	2 nd -level:	<i>knock, wizard lock</i>
	3 rd -level:	<i>fire ball, fly</i>

Equipment: wears chainmail, shield; carries spear +1, sword, dagger.

Description: Elspeth stands 5'0" and weighs 103 lbs. Her hair is light brown, and she wears woodland colors.

Background: Elspeth does not like dwarves or their caverns. She puts up with halflings, magic-users, and fighters, but thinks thieves and clerics are selfish. Elspeth is a loyal friend and rarely has been known to run from even the most dismal fight. She once was a forester for the king, where she gained the name "Deerhunter."

Special notes: also speaks Lizard Man.

#90 Idris Darkelf					
LVL	7	Align	Chaotic	Class	Elf
AC	2	HP	40	THACO	13

(using sword +1) 12

STR	9
INT	12
WIS	12
DEX	10
CON	13
CHA	10

Saving Throws	
P/D	4
MW	7
S/P	7
DB	7
SP/MS	7

Spells:	1 st -level:	<i>sleep, charm, detect magic</i>
	2 nd -level:	<i>levitate, web</i>
	3 rd -level:	<i>haste, lightning bolt</i>
	4 th -level:	<i>charm monster</i>

Equipment: wears plate mail, shield; carries sword +1, dagger, bow and 10 arrows.

Description: Idris wears dark clothing, and has lacquered his armor black. The blade of his magic sword is of a mysterious black metal.

Background: Idris watches the night sky, finding his way by watching the stars. He is from a family famous for magic: many men are afraid of him, for he is said to be able to call down lightning, but it is only a spell he knows. He enjoys the company of fighting men and magic-users, but finds clerics and halflings boring. He secretly admires the skills of thieves.

#91 Juno of Wildwood					
LVL	8	Align	Lawful	Class	Elf
AC	2	HP	54	THACO	13

(using arrows +1) 12

STR	13
INT	14
WIS	5
DEX	9
CON	14
CHA	10

Saving Throws	
P/D	4
MW	7
S/P	7
DB	7
SP/MS	9

Spells:	1 st -level:	<i>magic missile, shield, sleep</i>
	2 nd -level:	<i>ESP, mirror image, phantasmal force</i>
	3 rd -level:	<i>dispel magic, lightning bolt</i>
	4 th -level:	<i>confusion, wall of fire</i>

Equipment: wears plate mail, shield; carries longbow and 25 arrows +1, sword, dagger.

Description: Juno stands 5'9" (very tall for an elf) and weighs 120 lbs. She wears her blond hair long and dresses in browns and dark greens.

Background: Juno likes dwarves for their knowledge and skills. Although she is a skilled magic-user, she does not trust other magic-users, preferring the company of fighters and clerics. She is from the deepest and thickest forest on the continent, and fears no animal if she has her longbow handy.

Special notes: also speaks Ogre.

#94 Rorie the Red					
LVL	10	Align	Lawful	Class	Elf
AC	1	HP	72	THACO	11

(using sword +2) 9

STR	14
INT	15
WIS	10
DEX	14
CON	17
CHA	14

Saving Throws	
P/D	2
MW	4
S/P	4
DB	3
SP/MS	3

Spells:	1 st -level:	<i>sleep (x2), detect magic</i>
	2 nd -level:	<i>invisibility, levitate, web</i>
	3 rd -level:	<i>fire ball, fly, lightning bolt</i>
	4 th -level:	<i>charm monster, remove curse, wall of fire</i>
	5 th -level:	<i>cloudkill</i>

Equipment: wears plate mail, shield; carries sword +2, dagger, 8 javelins.

Description: Rorie stands 5'8" and weighs 152 lbs. His red hair and beard are neatly trimmed, and he wears all shades of blue.

Background: Rorie once led an army of townsfolk into a cavern and wiped out the orcs that defended it. Then he fought the ores' wizard commander in single, magical combat, and killed him with a *fire ball*. Since then he has been called "the Red." Rorie is friendly and very loyal to those he calls his friends.

Special notes: also speaks Bugbear.

#92 Lachlan the Warrior					
LVL	9	Align	Neutral	Class	Elf
AC	1	HP	68	THACO	12

(using battle axe +2) 10

STR	11
INT	10
WIS	11
DEX	13
CON	17
CHA	8

Saving Throws	
P/D	4
MW	7
S/P	7
DB	7
SP/MS	7

Spells:	1 st -level:	<i>sleep (x2), detect magic</i>
	2 nd -level:	<i>invisibility, knock, levitate</i>
	3 rd -level:	<i>fire ball, haste, water breathing</i>
	4 th -level:	<i>dimension door, polymorph self</i>
	5 th -level:	<i>hold monster</i>

Equipment: wears plate mail, shield; carries battle axe +2, sword, dagger, spear.

Description: Lachlan stands 5'5" and weighs 135 lbs. He is so fair that his hair is almost white-blond, his gray eyes almost colorless. His plate mail is covered with shiny brass rings, and glistens like sunlight on the water.

Background: Lachlan fears nothing, and will join anyone for the right price. He keeps his likes and dislikes to himself except for orcs, whom he openly hates.

#95 Torquil of Deep Hollow					
LVL	10	Align	Neutral	Class	Elf
AC	2	HP	44	THACO	12

(using spear +2) 10

STR	12
INT	15
WIS	14
DEX	11
CON	16
CHA	18

Saving Throws	
P/D	2
MW	3
S/P	4
DB	4
SP/MS	3

Spells:	1 st -level:	<i>sleep, hold portal, magic missile</i>
	2 nd -level:	<i>ESP, mirror image, phantasmal force</i>
	3 rd -level:	<i>fire ball, haste, water breathing</i>
	4 th -level:	<i>dimension door, polymorph others, polymorph self</i>
	5 th -level:	<i>feeblemind, teleport</i>

Equipment: wears plate mail, helmet, shield; carries spear +2, sword, dagger, mace.

Description: Torquil stands 5'6" tall and weighs 133 lbs. He carries a large kite-shield and wears gleaming plate-mail under a tan cape. His sword is in a chocolate brown, jeweled scabbard, but he always carries his spear, the shaft of which is inlaid with beaten silver.

Background: Torquil is tolerant of all, but prefers the company of magic-users because "they boast less." He will do anything if the price seems right.

#93 Morag the Grim					
LVL	9	Align	Chaotic	Class	Elf
AC	1	HP	48	THACO	14

(using sword +2) 12

STR	11
INT	12
WIS	14
DEX	14
CON	11
CHA	11

Saving Throws	
P/D	4
MW	7
S/P	7
DB	7
SP/MS	6

Spells:	1 st -level:	<i>sleep (x2), charm</i>
	2 nd -level:	<i>web (x2), invisibility</i>
	3 rd -level:	<i>dispel magic (x2), fireball</i>
	4 th -level:	<i>charm monster, remove curse</i>
	5 th -level:	<i>animate dead</i>

Equipment: wears plate mail, shield; carries sword +2, dagger, 4 javelins.

Description: Morag wears black and dark blue. She is a slender, attractive brunette who rarely smiles, and is called "the Grim" by all who know her. Her broad sword is called *Sleepmaker*, and she wears it across her back.

Background: Morag changes her mind often, and sometimes in in combat cannot decide whether to fight or use a magic spell. Morag prefers fighters to anyone, even other elves.

#96 Begol Burrowell					
LVL	1	Align	Lawful	Class	Halfling
AC	5	HP	6	THACO	20

STR	7
INT	13
WIS	12
DEX	9
CON	10
CHA	6

Saving Throws	
P/D	8
MW	9
S/P	10
DB	13
SP/MS	12

Equipment: wears chainmail; carries short sword, dagger, sling and 15 pellets.

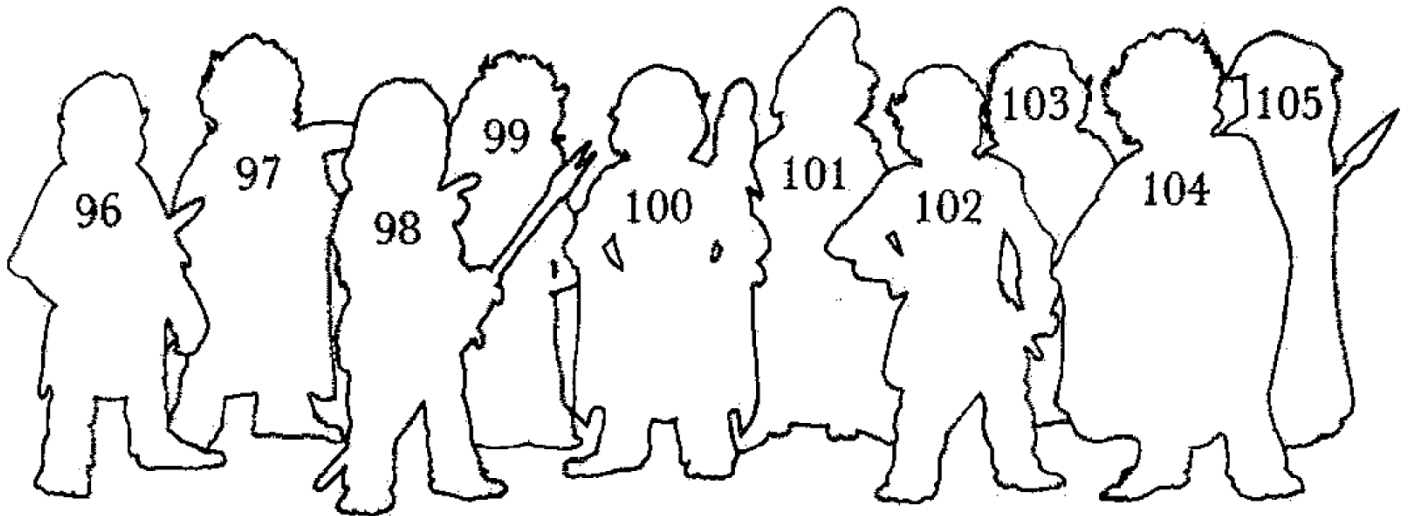
Description: Begol is a vale dweller.

Background: He prefers peace and quiet but is far too curious. Once, exploring a cave, he was trapped by a rabid badger and had to burrow his way through eight feet of soil to freedom. He is friendly and usually trusting, but he is thoughtful when events seem strange to him.

Special notes: also speaks Orc.



Halflings



#97 Brandywine Barefoot					
LVL	2	Align	Neutral	Class	Halfling
AC	4	HP	13	THACO	20

STR	8
INT	10
WIS	8
DEX	14
CON	13
CHA	14

Saving Throws	
P/D	8
MW	9
S/P	10
DB	13
SP/MS	13

Equipment: wears chainmail; carries light crossbow and 20 quarrels, short sword.

Description: Brandywine Barefoot stands 3'2" and has curly auburn hair. An old torque (non-magical, 45 gp) is his favorite ornament.

Background: Brandywine loves taverns for their excitement, the tall tales told there, and the good humor of the tavern's visitors. Brandywine keeps a book of old legends, and reads about lost cities, fabled treasures, and other mysteries. Although fond of his comforts, he enjoys the adventuresome life of a treasure-hunter, even if he must do some mild thieving to do so.

#100 Faradore Fairwind					
LVL	5	Align	Neutral	Class	Halfling
AC	3	HP	27	THACO	17

(using short sword +1) 16

STR	12
INT	9
WIS	9
DEX	9
CON	11
CHA	11

Saving Throws	
P/D	5
MW	6
S/P	7
DB	9
SP/MS	8

Equipment: wears plate mail; carries short sword +1 dagger, short bow and 10 arrows.

Description: Faradore stands 3'1" and weighs 49 lbs. He was once a seafarer: his light brown hair is bleached by the sun, he walks like a sailor, wears a scraggly moustache, and has a parrot that perches on his shoulder. In some foreign land, he gained a beautiful silver-bladed short sword.

Background: Many like to have Faradore along on expeditions because he can watch the skies and tell them what to expect from the weather. Though he will venture underground, he does not like to do so: he likes to feel the wind on his face.

#98 Crispin Callowtoe					
LVL	3	Align	Chaotic	Class	Halfling
AC	4	HP	13	THACO	20

STR	11
INT	10
WIS	6
DEX	10
CON	12
CHA	8

Saving Throws	
P/D	8
MW	9
S/P	10
DB	13
SP/MS	13

Equipment: wears chainmail; carries short sword, dagger, 4 javelins.

Description: Crispin has straight dark hair, and although he is often at taverns, he listens carefully and does not actively join in the good times.

Background: Crispin longs for wealth more than adventure, and if he found himself rich, he would retire and never adventure again. He enjoys good food and drink, although he goes to taverns to find out who is organizing what adventure. If Crispin thinks there is money to be made, he wants to be counted in.

#101 Leander Lostburrow					
LVL	6	Align	Chaotic	Class	Halfling
AC	3	HP	31	THACO	19

(using dagger +1) 18

STR	5
INT	11
WIS	14
DEX	11
CON	10
CHA	9

Saving Throws	
P/D	5
MW	6
S/P	7
DB	9
SP/MS	7

Equipment: wears plate mail; carries 5 Javelins, short sword, dagger +1.

Description: Leander's face is sun-browned, and his head always twists from side to side, as if looking for some hidden trail or enemy. His dark eyes are merry. Leander shows a golden dagger, the blade of which is engraved with strange emblems, at every tavern, hoping someone will know about it. The blade is ancient and well-made.

Background: Leander makes light of the fact that he is footloose. No one knows where he came from, and he does not tell. He will join any group of adventurers who will take him, but he always watches out to see that nobody gets a bigger share of treasure or safer work than he does.

#99 Dorcas Deepdelver					
LVL	4	Align	Lawful	Class	Halfling
AC	2	HP	22	THACO	15

STR	6
INT	8
WIS	9
DEX	14
CON	12
CHA	11

Saving Throws	
P/D	5
MW	6
S/P	7
DB	9
SP/MS	8

Equipment: wears plate mail; carries sling and 20 pellets, short sword, hand axe.

Description: Dorcas wears her curly light brown hair to her waist. She wears suede clothing dyed dark green or brown. She uses lead pellets in her sling, and marks each one with a rune of her name.

Background: Dorcas prefers the company of dwarves, clerics and fighters, although she will join others on expeditions. Sometimes she has gone with dwarves into the heart of the mountains, seeking lost gold and jewels: this is how she came to be known as "Deepdelver." Dorcas once encountered and killed a giant serpent underground.

#102 Madoc Moneywalker					
LVL	7	Align	Neutral	Class	Halfling
AC	3	HP	39	THACO	15

(using dagger +2) 13

STR	8
INT	13
WIS	7
DEX	11
CON	9
CHA	8

Saving Throws	
P/D	2
MW	3
S/P	4
DB	5
SP/MS	5

Equipment: wears plate mail; carries dagger +2, short sword, mace, light crossbow and 15 arrows.

Description: Modoc's short hair is brown and curly. He loves money and has decorated his plate mail with various silver coins collected on his travels. His sword has a fake gem in its hilt and rests in a scabbard covered with cheap gems (sword and scabbard=73 gp). Modoc's dagger is worth more.

Background: If offered enough to make the trip worthwhile, Modoc would join a band of rogues to raid the king's treasure house. Although money-hungry, Modoc has a kind nature and will do anything a friend asks.

Special notes: also speaks Gnoll.

#103 Pauline Patterwell					
LVL	7	Align	Lawful	Class	Halfling
AC	2	HP	41	THACO	14
(using hand axe +2) 12					
STR	10	Saving Throws			
INT	8	P/D	2		
WIS	13	MW	3		
DEX	11	S/P	4		
CON	9	DB	5		
CHA	12	SP/MS	3		
Equipment: wears plate mail, shield, <u>displacer cloak</u> ; carries <u>hand axe +2</u> , short sword, dagger.					
Description: Pauline is a tall 3'8" and dark-haired. She hates orcs, and carries a shield that shows a hairy, large foot crushing an orc. Her hand axe is of dwarven make, and bears the rune inscription "Orc Killer."					
Background: Pauline tolerates dwarves when they are easygoing, and trusts only the best-natured magic-users. Pauline is loyal to her friends and will do anything they wish, but she prefers not to explore caves. She feels comfortable around horses, and has ridden one on several occasions.					

#104 Sam Smallsole					
LVL	8	Align	Lawful	Class	Halfling
AC	1	HP	45	THACO	13
(using sword +2) 11					
STR	13	Saving Throws			
INT	10	P/D	2		
WIS	9	MW	3		
DEX	13	S/P	4		
CON	12	DB	5		
CHA	10	SP/MS	4		
Equipment: wears plate mail, shield, <u>elven cloak and boots</u> ; carries <u>sword +2</u> , dagger, sling and 20 pellets.					
Description: Sam is 2'11", has curly brown hair, merry eyes, and a deadly sling, which he used once to kill a bear with one shot.					
Background: Sam often guides parties: once a fighter who had seen few halflings made a comment on the footprints made by the "little feet" of the child who led them. This was translated as "Smallsole." Sam is curious about magic-users and elves, and although he does not dislike anyone, he thinks most dwarves are stuffy. Sam is afraid of eagles, as one almost carried him away for its dinner two years ago. Sam will do anything he can to help his friends.					

#105 Wat Watershed					
LVL	8	Align	Chaotic	Class	Halfling
AC	3	HP	49	THACO	15
(using spear +2) 13					
STR	7	Saving Throws			
INT	10	P/D	2		
WIS	9	MW	3		
DEX	13	S/P	4		
CON	14	DB	5		
CHA	9	SP/MS	4		
Equipment: wears plate mail; carries <u>spear +2</u> , short sword, mace, <u>rope of climbing</u> (50' long).					
Description:					
Background: Wat Watershed is a moody halfling. Part of the time he laughs and sings with everyone, and then suddenly he changes. Some think that Wat has been changeable since a dragon bit his head; others feel he was always that way. Wat slips away from problems like water from a duck's back: halflings call one who can do this a "Watershed." Wat does anything for money as long as he suffers no great risk: he knows that money is useless to a dead halfling. If the party is in danger, Wat helps if he does not have to risk his life needlessly. If the party finds itself in a "no-win" situation, Wat simply leaves them as quickly as possible.					

LVL		Align		Class	Any
AC		HP		THACO	
STR		Saving Throws			
INT		P/D			
WIS		MW			
DEX		S/P			
CON		DB			
CHA		SP/MS			
Equipment:					
Description:					
Background:					
Special notes:					

LVL		Align		Class	Spells
AC		HP		THACO	
STR		Saving Throws			
INT		P/D			
WIS		MW			
DEX		S/P			
CON		DB			
CHA		SP/MS			
Spells:	1 st -level:				
	2 nd -level:				
	3 rd -level:				
	4 th -level:				
	5 th -level:				
	6 th -level:				
Equipment:					
Description:					
Background:					
Special notes:					

LVL		Align		Class	Thief
AC		HP		THACO	
STR		Saving Throws			
INT		P/D			
WIS		MW			
DEX		S/P			
CON		DB			
CHA		SP/MS			
Thieves Skills:	Open Locks				
	Remove Traps				
	Pick Pockets				
	Move Silently				
	Climb Sheer Surfaces				
	Hide in Shadows				
	Hear Noise				
Equipment:					
Description:					
Background:					
Special notes:					

LVL		Align		Class	Any
AC		HP		THACO	

STR		Saving Throws			
INT		P/D			
WIS		MW			
DEX		S/P			
CON		DB			
CHA		SP/MS			

Equipment:

Description:

Background:

Special notes:

LVL		Align		Class	Spells
AC		HP		THACO	

STR		Saving Throws			
INT		P/D			
WIS		MW			
DEX		S/P			
CON		DB			
CHA		SP/MS			

Spells:	1 st -level:	
	2 nd -level:	
	3 rd -level:	
	4 th -level:	
	5 th -level:	
	6 th -level:	

Equipment:

Description:

Background:

Special notes:

LVL		Align		Class	Thief
AC		HP		THACO	

STR		Saving Throws			
INT		P/D			
WIS		MW			
DEX		S/P			
CON		DB			
CHA		SP/MS			

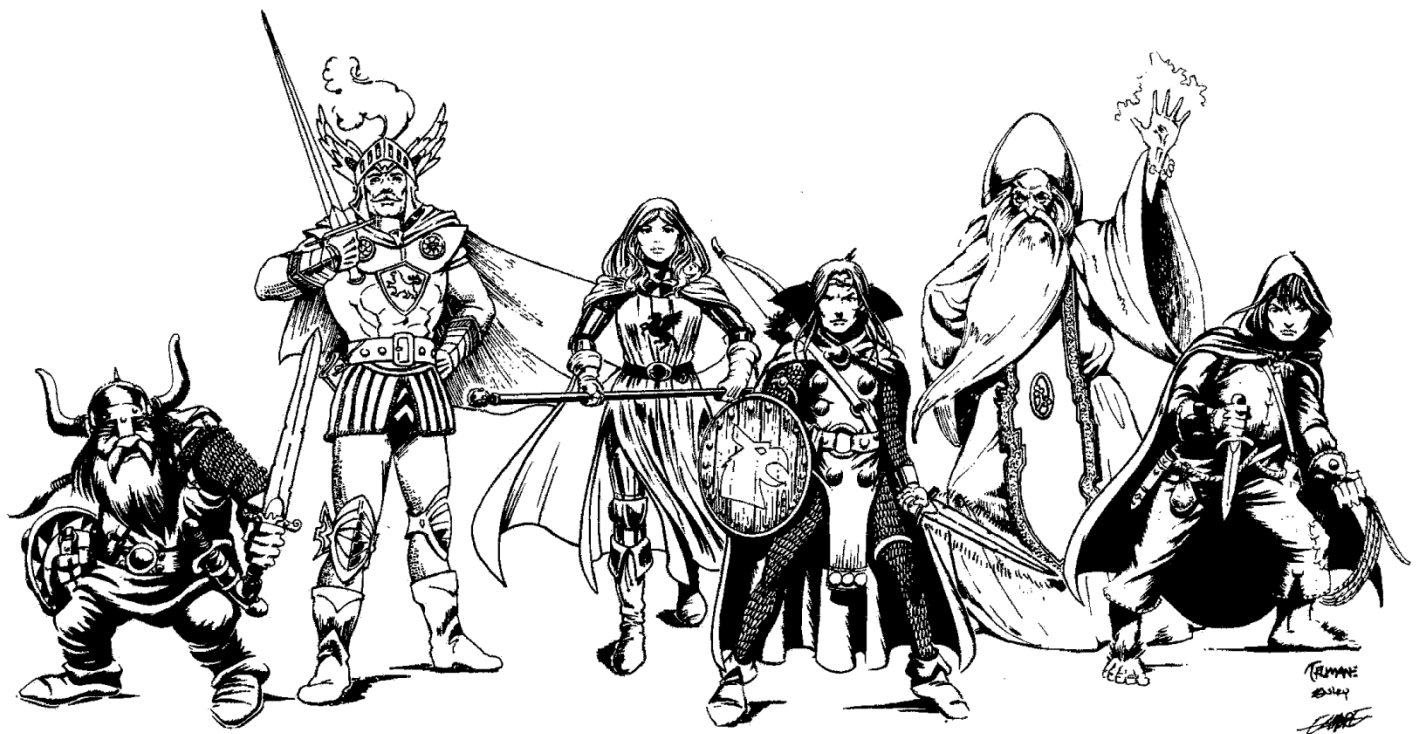
Thieves Skills:	Open Locks	
	Remove Traps	
	Pick Pockets	
	Move Silently	
	Climb Sheer Surfaces	
	Hide in Shadows	
	Hear Noise	

Equipment:

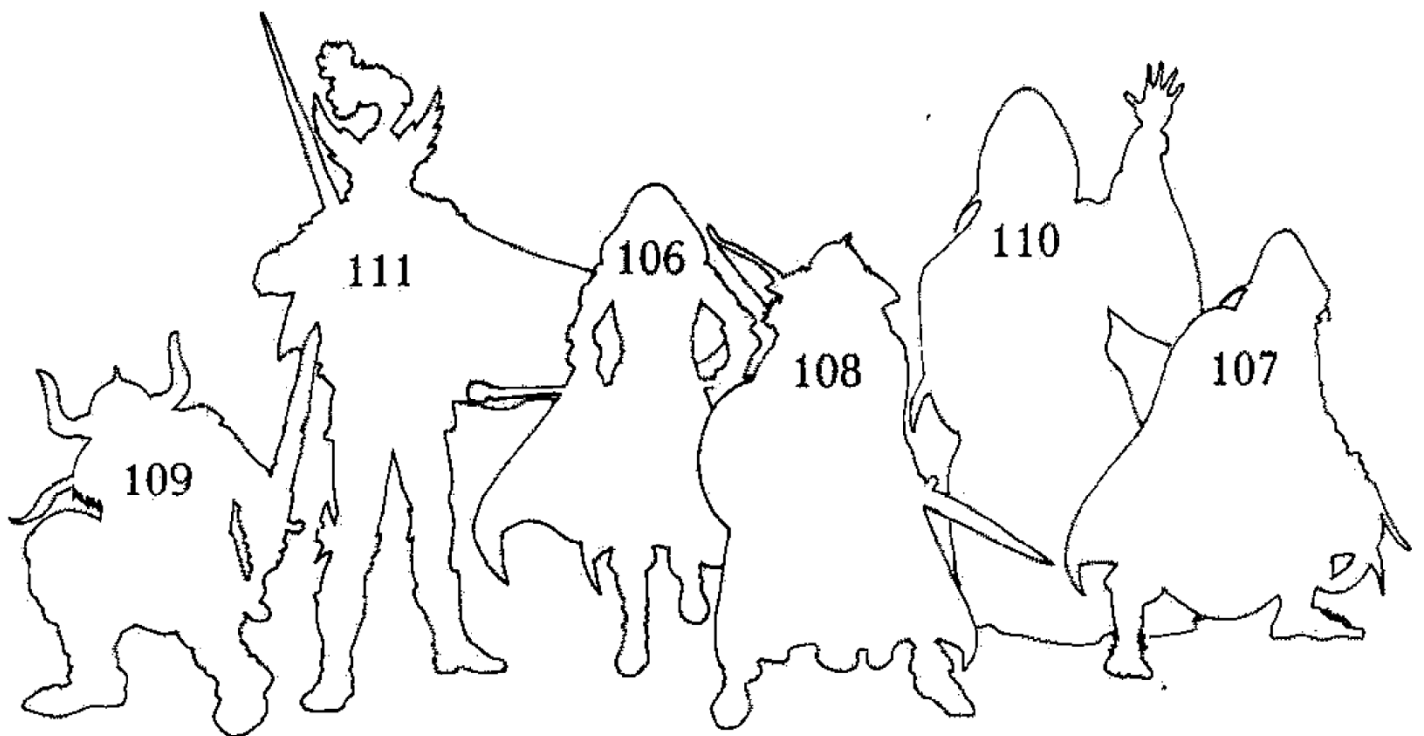
Description:

Background:

Special notes:



Special Characters (Good)



All the characters listed in this special section have figures in the D&D™ or AD&D™ toy line. The statistics given here are for the D&D® line, and may be different from the AD&D™ statistics given.



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#106 MERCION™ (Cleric)

LVL	6	Align	Lawful	Class	Cleric
AC	3	HP	35	THACO	17

(using mace +1) 16

STR	10
INT	12
WIS	17
DEX	9
CON	9
CHA	8

Saving Throws	
P/D	9
MW	10
S/P	12
DB	14
SP/MS	11

Spells:	1 st -level:	<i>cure light wounds (x2)</i>
	2 nd -level:	<i>find traps (x2)</i>
	3 rd -level:	<i>cure disease</i>
	4 th -level:	<i>cure serious wounds</i>

Equipment: wears plate mail, helm; carries mace +1, 3 bottles of holy water, silver holy symbol.

Description: Mercion stands 5'11" and weighs 124 lbs. She has blond hair and dark eyes, wears plate mail, and carries a mace shaped like a knob-ended staff.

Background: Mercion, Raven, and Zargash were members of a party who found the Heartstone, a magical gem that brings out hidden things about a person. The Heartstone brought out even more of Mercion's good, but uncovered the evil in the others. Since then, both Zargash and Raven have been Mercion's enemies, seeking every chance to destroy their former friend.

#107 FIGGEN™ (Halfling)

LVL	8	Align	Lawful	Class	Halfling
AC	1	HP	45	THACO	14

(using dagger +2) 12

STR	13
INT	10
WIS	9
DEX	13
CON	12
CHA	10

Saving Throws	
P/D	2
MW	3
S/P	4
DB	5
SP/MS	4

Equipment: wears plate mail, shield; carries dagger +2, sword, sling and 20 pellets, elven cloak.

Description: Figgen has dark blond hair and deep brown eyes that always seem to declare his innocence. He wears a hooded dark green cloak and carries a 50' rope coiled at his belt. He owns a magical dagger that he keeps in a jewelled scabbard at his right hip.

Background: Figgen's small money pouch seems always full because he is, as he puts it, "an expert at finding lost articles— you just have to know where to look!" His cloak is elven and magical, allowing him to hide easily if he does not move. His dagger glows with a blue light when friends are near, and takes on an angry red glow when enemies are within 20 feet.

#108 PERALAY™ (Elf)

LVL	10	Align	Lawful	Class	Elf
AC	1	HP	72	THACO	12

(using sword +2) 10

STR	14
INT	15
WIS	10
DEX	14
CON	17
CHA	14

Saving Throws	
P/D	2
MW	4
S/P	4
DB	3
SP/MS	3

Spells:	1 st -level:	<i>sleep (x3)</i>
	2 nd -level:	<i>invisibility, web (x2)</i>
	3 rd -level:	<i>fire ball (x3)</i>
	4 th -level:	<i>charm monster (x2), wall of fire</i>
	5 th -level:	<i>cloudkill</i>

Equipment: wears chain mail +3, shield; carries sword +2, dagger, longbow and 15 arrows

Description: Peralay is left-handed, blond, hazel-eyed, and large for an elf (5'8", 148 lbs.). He wears a leather jerkin and green cloak over his armor, and his shield is decorated with the hunting hawk sign of his clan.

Background: PERALAY is a member of the wood elves. He is a sure shot with the bow, and he has a magical sword, Gnoll-Cleaver, forged long ago by Dwarves. He and Zargash were friends, and found the Heartstone, which brought out Zargash's evil nature and Peralay's lawful nature. Since that day, Zargash has tried to kill Peralay several times.

Special notes: also speaks Ogre.

#109 ELKHORN™ (Dwarf)

LVL	7	Align	Lawful	Class	Dwarf
AC	1	HP	67	THACO	15

(using sword +1) 14

STR	9
INT	9
WIS	10
DEX	13
CON	16
CHA	11

Saving Throws	
P/D	4
MW	5
S/P	6
DB	7
SP/MS	6

Equipment: wears plate mail, shield, helmet; carries hand-axe, sword +1, dagger.

Description: Elkhorn is hefty (4'2", 175 lbs.), black-haired and full-bearded. He is nearly as broad as he is tall. His gilded helmet is set with three rubies and bears two long horns in the viking style. Elkhorn's magical sword is set with a huge ruby which glows when he is within 25' of gold.

Background: Elkhorn joined in the search for the Heartstone, and seems unchanged by it, perhaps because of his dwarven abilities, or perhaps because dwarves are immune to the stone. He is friends with Peralay, and takes the elf's side in all arguments, despite the fact that the friends quarrel constantly.

#110 RINGLERUN™ (Magic-User)

LVL	7	Align	Lawful	Class	Halfling
AC	8	HP	23	THACO	17

(using dagger +1) 16

STR	9
INT	14
WIS	13
DEX	10
CON	9
CHA	11

Saving Throws	
P/D	11
MW	12
S/P	11
DB	14
SP/MS	11

Spells:	1 st -level:	<i>sleep, charm person (x2)</i>
	2 nd -level:	<i>ESP, levitate (x2)</i>
	3 rd -level:	<i>fire ball (x2)</i>
	4 th -level:	<i>wall of ice</i>

Equipment: Carries dagger +1, ring of protection +1, staff of power (14 charges)

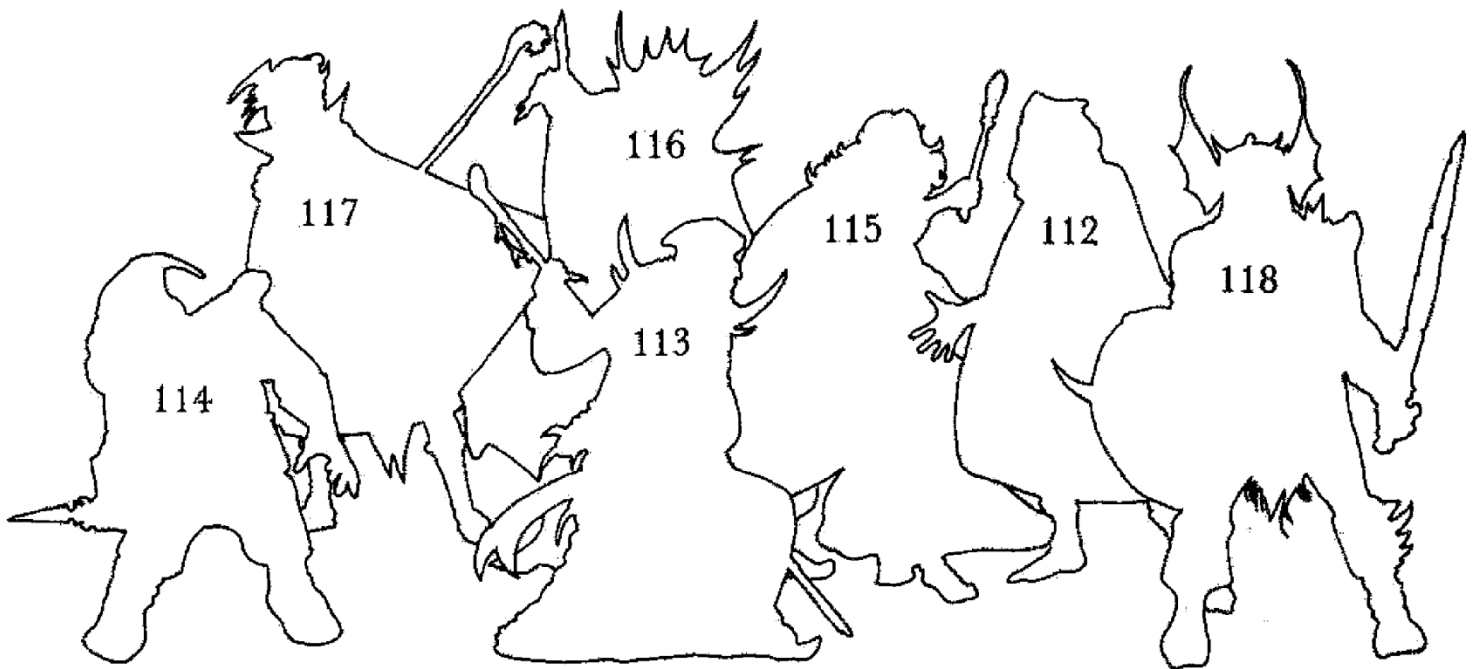
Description: Ringlerun has a full white beard and piercing eyes. He favors sky-blue robes, and has a staff of power.

Background: Long ago, Ringlerun and Keltek were adventuring and discovered the massive Heartstone that changed Keltek into an evil man, bringing out his hidden flaws, and purified Ringlerun, making him wise and more just. Since that time, Ringlerun and his friends have opposed Keltek and his friends. Although he knows Keltek plans to destroy him, Ringlerun is not worried, as he knows that right will prevail. He is loved by the townsfolk for his kind and just ways. They seek his protection against Keltek.

Special notes: also speaks Hobgoblin.



Special Characters (Evil)



#111 STRONGHEART™ (Fighter)					
LVL	10	Align	Lawful	Class	Fighter
AC	3	HP	68	THACO	12

(using sword +2) 10

STR	13
INT	9
WIS	13
DEX	9
CON	11
CHA	17

Saving Throws	
P/D	6
MW	7
S/P	8
DB	9
SP/MS	10

Equipment: wears plate mail, helmet; carries sword +2, dagger, polearm.

Description: Few folk argue with this 6'2" giant clad in shining plate mail atop his great white stallion.

Background: Strongheart is a Paladin, a lawful, good fighter who aids any who need his help. His worst enemy is Warduke. Years ago the two were friends, but the Heartstone brought out their strongest qualities. Strongheart, aided by Peralay and Ringlerun, escaped unharmed, but Warduke and his friends became twisted and evil. Strongheart's sword Purlblade was given to him by some dwarves he helped. Throughout the land his deeds have made his name stand for justice and right.

Special notes: Strongheart's horse, Destrier, is a nihrain horse, and has helped him in several adventures.

#114 ZARAC™ (Half-Orc)					
LVL	5	Align	Chaotic	Class	Half-Orc
AC	7	HP	15	THACO	17
(Backstabbing) 13					
STR	12	Saving Throws			
INT	11	P/D		11	
WIS	15	MW		12	
DEX	12	S/P		11	
CON	7	DB		14	
CHA	11	SP/MS		12	

Thieves Skills:	Open Locks	35
	Remove Traps	40
	Pick Pockets	40
	Move Silently	40
	Climb Sheer Surfaces	91
	Hide in Shadows	30
	Hear Noise	1-3

Equipment: wears leather armor; carries sword, dagger +1.

Description: Zarak is a Half-Orc Assassin, heavysset (5'9", 240 lbs.) with crafty dark eyes. He favors dark clothing and a dark blue hood so he blends with the shadows. His leather armor is dyed black, and he has a magical dagger that glows softly within 15' of hidden gems or jewels.

Background: Zarak is Half-Orc, but acts like a full-blooded Orc. He hates Peralay, though he was once his friend: when the two of them were exposed to the rays of the Heartstone, Zarak's cruel and evil nature was brought out while Peralay's good nature was brought out. Zarak wanted to steal the sacred stone, but Peralay prevented him, and he has hated the elf since that day.

#112 FOX FINGERS™ (Thief)					
LVL	13	Align	Chaotic	Class	Thief
AC	4	HP	36	THACO	7
(Backstabbing) 3					
STR	18	Saving Throws			
INT	7	P/D	7		
WIS	13	MW	8		
DEX	18	S/P	7		
CON	10	DB	10		
CHA	7	SP/MS	8		

Thieves Skills:	Open Locks	97
	Remove Traps	97
	Pick Pockets	115/99
	Move Silently	98
	Climb Sheer Surfaces	99
	Hide in Shadows	95
	Hear Noise	1-5

Equipment: wears leather armor; carries dagger +2, sword, light crossbow and 10 quarrels.

Description: Fox Fingers has dark red hair that gives him the look of a fox, and the slyness of a fox when pursued. He carries a magical dagger that he picked up in the great Southern Desert. The wavy style of its blade suggests that it was forged by a desert magician or spirit. He also carries a light crossbow on his back under his cloak, and a secret dagger in his right boot.

Background: Fox Fingers could steal a newlywed's wedding ring without alerting the owner. When exposed to the Heartstone, he began to hate everyone who knew he was a thief. He may join Kelek against Ringlerun, but once Ringlerun is destroyed, he intends to destroy each of Kelek's helpers, and Kelek himself.

#115 SKYLLA™ (Magic-User)																	
LVL	6	Align	Chaotic	Class	M-U												
AC	8	HP	22	THACO	17												
(using dagger +1) 16																	
STR	9	<table><tr><th colspan="2">Saving Throws</th></tr><tr><th>P/D</th><td>11</td></tr><tr><th>MW</th><td>12</td></tr><tr><th>S/P</th><td>11</td></tr><tr><th>DB</th><td>14</td></tr><tr><th>SP/MS</th><td>13</td></tr></table>				Saving Throws		P/D	11	MW	12	S/P	11	DB	14	SP/MS	13
Saving Throws																	
P/D	11																
MW	12																
S/P	11																
DB	14																
SP/MS	13																
INT	12																
WIS	8																
DEX	11																
CON	9																
CHA	11																

Spells:	1 st -level:	<i>light, magic missile</i>
	2 nd -level:	<i>detect invisible, levitate</i>
	3 rd -level:	<i>hold person, lightning bolt</i>

Equipment: wears ring of protection +1; carries dagger +1, staff of commanding (10 charges).

Description: Skylla has silvery dark hair, stands 5'10", weighs 131 lbs., and has flashing dark eyes. She favors gray clothing, although she always wears her golden demon headress and her golden demon girdle. SKYLLA carries a magical staff, a staff of commanding.

Background: Once Skylla was a student of Ringlerun's, but when she was exposed to the Heartstone, she began to seek out the evil, harmful side of magic. Her lust for power grew until she broke away from the good magician, seeking personal gain and power. Because the Heartstone did not affect Ringlerun, she has grown to hate him for what she feels is his "soft and stupid" use of magic.

#113 ZARGASH™ (Cleric)					
LVL	7	Align	Chaotic	Class	Cleric
AC	2	HP	38	THACO	19
(using mace +1) 18					
STR	5	Saving Throws			
INT	10	P/D	9	MW	10
WIS	15	S/P	12	DB	14
DEX	10	SP/MS	12		
CON	10				
CHA	16				

Spells:	1 st -level:	<i>cure light wounds (x2), purify food and water</i>
	2 nd -level:	<i>bless (x2)</i>
	3 rd -level:	<i>cure disease, striking</i>

Equipment: wears plate mail, helmet, shield; carries mace +1, war hammer, 3 bottles of holy water, 2 holy symbols.

Description: Zargash wears dark robes over his armor, and a leather cover over his skullcap helmet.

Background: He hates the Heartstone and Ringlerun for bringing out his dark nature. He is not smart enough to be a magic-user, but he thinks he is. Zargash may seem easygoing, but he is a deadly enemy, and he often talks to people in such a way as to convince them that his goals are their goals. He aids Kelek against Ringlerun, and he hates Mercion who once was his assistant. Zargash wants to rule the land, and he will not help anyone unless it forwards his purposes. Until such a time when he can take over, Zargash is content to be an advisor to Kelek.

#116 KELEK™ (Magic-User)					
LVL	7	Align	Chaotic	Class	M-U
AC	8	HP	33	THACO	16
(using dagger +1) 15					
STR	15	Saving Throws			
INT	15	P/D		11	
WIS	13	MW		12	
DEX	10	S/P		11	
CON	14	DB		14	
CHA	7	SP/MS		12	

Spells:	1 st -level:	<i>read magic, magic missile, shield</i>
	2 nd -level:	<i>ESP, mirror image</i>
	3 rd -level:	<i>fly, fire ball</i>
	4 th -level:	<i>charm monsters</i>

Equipment: carries dagger +1, ring of protection +1, wand of cold (5 charges), staff of striking (12 charges).

Description: Kelek stands 5'11" and weighs 156 lbs. His head is clean-shaven, his beard white and full, his eyes dark, and his robes black.

Background: Kelek wants to be High Wizard of his magical school: once, he and Ringlerun were friends, but the Heartstone made Kelek power-hungry and evil. Now he uses his magical powers to gain power and wealth, and hates Ringlerun, who stands in his way. Kelek gloats that Ringlerun's old helper, Skylla, has become his partner. Although he uses Skylla's powers, he does not plan to share power with her, and once he is High Wizard, he will destroy her as he intends to destroy Ringlerun.

Special notes: also speaks Orc.

#117 RAVEN™ (Cleric)

LVL	10	Align	Chaotic	Class	Cleric
AC	2	HP	37	THACO	13

(using war hammer +1) 12

STR	15
INT	11
WIS	8
DEX	9
CON	5
CHA	13

Saving Throws	
P/D	7
MW	8
S/P	10
DB	12
SP/MS	12

Spells:	1 st -level:	<i>cure light wounds (x3), light</i>
	2 nd -level:	<i>hold person (x2), resist fire, charm</i>
	3 rd -level:	<i>cure disease, locate object (x2)</i>
	4 th -level:	<i>cure serious wounds, neutralize poison</i>
	5 th -level:	<i>dispel evil (x2)</i>

Equipment: wears leather armor +2, shield, bracers of defense +2; carries war hammer +1, mace, 2 bottles of holy water, 2 holy symbols.

Description: Dark-haired Raven is attractive, wearing a winged headdress and dark cloak.

Background: Raven loves Warduke, and although she knows that he is power-hungry and selfish, she will do whatever she can to help him. She was not exposed to the Heartstone, and she may not be totally evil, but her real personality is hidden by her love for Warduke. She is angry with Mercion, because they were once friends, and Mercion now condemns Warduke, the man she loves.

#118 WARDUKE™ (Fighter)

LVL	8	Align	Chaotic	Class	Fighter
AC	2	HP	59	THACO	13

(using sword +1) 12

STR	16
INT	9
WIS	11
DEX	11
CON	8
CHA	11

Saving Throws	
P/D	8
MW	9
S/P	10
DB	11
SP/MS	12

Equipment: wears plate mail, helm, shield; carries broadsword +1 (flames on command), battle axe, dagger.

Description: Warduke wears a suit of half-chain and a black, winged helmet. His shield bears the sign of a demon's head.

Background: Warduke was an old friend of Strongheart's, but now the two are enemies. Both were exposed to the Heartstone, and Warduke's cruel nature was brought out while Strongheart's just nature became stronger. He is a friend of Skylla's and wears a demon device like hers. These two plan to overthrow Kellek once all good fighters are beaten. He especially hates Strongheart, who he feels wastes his time protecting the weak and helpless. "A true fighter," Warduke feels, "makes himself rich and powerful by the strength of his sword arm. He takes what he can — if you would keep your possessions, kill those who seek to take them." He calls his sword "Nightwind."

Special notes: Warduke captured an evil Nightmare for his mount, and it frightens many of his enemies.



Parties

Parties are composed of either a random mix of classes or of characters from the same class who have different ability levels.

For example, a party may be composed of several classes or players may encounter a group of halflings or clerics.

Low Level Fighter Party Abel Artone (# 1) Boris Bonesnapper (# 3) Donal of Clear Water (# 5) Owen the Powerful (# 16) Turlough of Glenroe (# 21)	High Level Fighter Party Ilona Firehair (# 10) Juhel of Sternmont (# 11) Lancelin Open-Hand (# 13) Peregrine the Hawk (# 17)	Low Level Magic User Party Apris the Wondrous (# 24) Claudius Cloudgazer (# 26)	High Level Magic User Party Nikol the Necromancer (# 35) Rhys the Quick (# 37) Selina of Black Coast (# 38) Walwyn of Stonehill (# 41) Zarkon the Blue (# 42)
Low Level Cleric Party Brother Bevis (# 44) Dominique of the Sorrows (# 46) Fleur the Rose (# 29) Gregor Grimmin (# 30)	Jasper the White (# 32) Lachlan the Warrior (# 92) Morag the Grim (# 93) Torquil of Deep Hollow (# 95)	High Level Cleric Party Nestor the Wise (# 54) Orlando the Bear Killer (# 55) Theodoric of Abbey Temeraire (# 59)	Halfling Party Begol Burrowell (# 96) Dorcas Deepdelver (# 99) Modoc Moneywalker (# 102) Sam Smallsole (# 104) Wat Watershed (# 105)
Low Level Thief Party Celeste the Swift (# 62) Fenris the Filch (# 64) Jake Jumpwater (# 67) Lenore the Beautiful (# 69)	High Level Thief Party Sara of the Slight Touch (# 72) Olwynn White Hand (# 71) Zacharias the Nimble (# 73)	Low Level Dwarf Party Astrid HelmSplitter (# 74) Darby of Stonehill (# 76) Hugi Tunneltrue (# 78)	High Level Dwarf Party Leo Leopard-Bait (# 80) Magda Mountainsplitter (# 81) Rollo the Hammer (# 82) Ulf the Sledge (# 83)
Low Level Elf Party Aithne of Far Isle (# 84) Aneurin of the Oak (# 85) Cathal of Greendale (# 87)	High Level Elf Party Idris Darkelf (# 90)	Class Based Parties	

Some possible uses for the above parties:

1. Suppose your player's are passing through a town and run afoul of the town guards, choose one of the Fighter parties and you have an instant brute squad.
2. Perhaps your party's Mage is called back to his magic school to investigate a murder, use the M-U parties as the teachers and students.
3. Or your Cleric has to return to his monastery for further training, use the Cleric parties as in example 2.
4. Your Adventurer's home town is plagued by an outlaw band, use the Thief parties as the bandits.
5. When visiting a farming community, use the Halfling party as the village farmers, or Dwarf parties while at a nearby mining camp, or... well... you get the idea.

Mixed Class Parties

Low-Level Parties	Fighters Ariadne Beornsdottir (# 2) Charles the Bold (# 4) Eric the Honest (# 6) Turlough of Glenroe (# 21)	Magic-Users Beryl Wayfarer (# 25) Deidre Hrolfsdottir (# 27) Emlyn the Serpent (# 28)	Clerics Ambrose the Celt (# 43) Cordelia the Cleric (# 45) Friar Fergus (# 48)
Thieves Aiden Ablefingers (# 60) Barnabas Bladecutter (# 61) Dolan Blackhair (# 63)	Dwarves Astrid Helmsplitter (# 74) Bran the Brown (# 75) Eben of Whitemount (# 77)	Elves Blaise Barkbreaker (# 86) Cathal of Greendale (# 87)	Halflings Begol Burrowell (# 96) Brandywine Barefoot (# 97)
Mid-Level Parties	Fighters Fiona (# 7) Gavin Strongbow (# 8) Harold Forkbeard (# 9) Juhel of Sternmont (# 11) Quintain Valewalker (# 18) Rolf the Wolf (# 19)	Magic-Users Horatius the Woad (# 31) Leila the Dark (# 33) Rhys the Quick (# 37) Jasper the White (# 32)	Clerics Friar Fergus (# 48) Humbert the Large (# 49) Katharos the Pure (# 51)
Thieves Fenris the Filch (# 64) Gwynne Cutpurse (# 65) Katie Cruell (# 68)	Dwarves Hugi Tunneltrue (# 78) Ifor, Hill-Lord (# 79)	Elves Elspeth Deerhunter (# 89) Lachlan the Warrior (# 92)	Halflings Faradore Fairwind (# 100) Pauline Patterwell (# 103)
High-Level Parties	Fighters Nadia Svensdottir (# 15) Kimball Black (# 12) Madoc Gwynn (# 14)	Magic-Users Paulinus Ravenfriend (# 36) Umberto the Ugly (# 40) Walwyn of Stonehill (# 41)	Clerics Ludovicus the Long (# 52) Sister Sanchia (# 58) Roderick the Converter (# 57)
Thieves Sara of the Slight Touch (# 72) Zacharias the Nimble (# 73)	Dwarves Magda Mountainsplitter (# 81) Rollo the Hammer (# 82)	Elves Rorie the Red (# 94) Morag the Grim (# 93)	Halflings Sam Smallsole (# 104) Wat Watershed (# 105)

All the stats for the NPCs listed on this page are listed earlier in this book in their class sections (their numbers are in parentheses beside their names.)

Create a quick party of NPCs by picking one member from each class for your own party to encounter on the trail or as competition against completing their current mission.

For example, a seven member mid-level mixed party might contain:

fighter Gavin Strongbow, magic-user Jasper the White, cleric Katharos the Pure,

thief Fenris the Filch, dwarf Hugi Tunneltrue, elf Elspeth Deerhunter, and Halfling Pauline Patterwell.

One special NPC party is shown on the next page. The Shady Dragon Crew – consisting of Shady Dragon Inn's owner, Sam Smallsole, and his employees/partners. Having previously adventured together, they are now semi-retired, but if the money is right, or the cause just, they occasionally hire out for special missions. While they are listed earlier in this book, they are collect here for quick reference and use as a team.

The Shady Dragon Crew – consisting of Shady Dragon’s owner, Sam Smallsole, and his employees/partners. Having previously adventured together, they are now semi-retired, but if the money is right, or the cause just, they occasionally hire out for special missions.

After years of adventuring, an uncle of Sam’s left him the deed to the Shady Dragon Inn & Tavern and the land on which it sits in his will. Seeing a chance to settle down, Sam offered his former team members a share in the business to keep the friends together, the life of a wandering adventurer doesn’t offer a guaranteed retirement plan after all.

The friends readily agreed and as you see they are still together to this day.

#2 Ariadne Beornsdottir					
LVL	2	Align	Neutral	Class	Fighter
AC	6	HP	14	THACO	19

STR	9
INT	8
WIS	9
DEX	8
CON	9
CHA	16

Saving Throws	
P/D	12
MW	13
S/P	14
DB	15
SP/MS	16

Equipment: wears chainmail; carries a spear, dagger, sword.

Description: Ariadne stands 5'10" and weighs 140 lbs. She is slender and mild-looking but has won fame as a guard.

Background: Ariadne left her job as a captain in a local baron's guard because it was not exciting enough. She tries to profit from all her adventures.

#104 Sam Smallsole					
LVL	8	Align	Lawful	Class	Halfling
AC	1	HP	45	THACO	13

(using sword +2) 11

STR	13
INT	10
WIS	9
DEX	13
CON	12
CHA	10

Saving Throws	
P/D	2
MW	3
S/P	4
DB	5
SP/MS	4

Equipment: wears plate mail, shield, elven cloak and boots; carries sword +2, dagger, sling and 20 pellets.

Description: Sam is 2'11", has curly brown hair, merry eyes, and a deadly sling, which he used once to kill a bear with one shot.

Background: Sam often guides parties: once a fighter who had seen few halflings made a comment on the footprints made by the "little feet" of the child who led them. This was translated as "Smallsole." Sam is curious about magic-users and elves, and although he does not dislike anyone, he thinks most dwarves are stuffy. Sam is afraid of eagles, as one almost carried him away for its dinner two years ago. Sam will do anything he can to help his friends.

#48 Friar Fergus					
LVL	6	Align	Lawful	Class	Cleric
AC	3	HP	29	THACO	17

(using mace +1) 16

STR	10
INT	12
WIS	17
DEX	9
CON	8
CHA	8

Saving Throws	
P/D	9
MW	10
S/P	12
DB	14
SP/MS	11

Spells:	1 st -level:	<i>cure light wounds, light</i>
	2 nd -level:	<i>find traps, resist fire</i>
	3 rd -level:	<i>cure disease</i>

Equipment: wears plate mail, helm; carries mace +1, 3 bottles of holy water, silver holy symbol.

Description: Friar Fergus is in his 40's, stands 5'8", and weighs 182 lbs. He has tonsured, graying hair and wears black clerical garb over his armor. Fergus shows his holy symbol proudly.

Background: He is a stern man, but very loyal to his friends. He insists that 1 of every 100 gp his party earns be given to his sect. Many fighters think him too stern, but they want him along because of his healing powers.

#65 Gwynne Cutpurse					
LVL	6	Align	Lawful	Class	Thief
AC	5	HP	21	THACO	16

(Backstabbing) 12

STR	13
INT	17
WIS	14
DEX	17
CON	11
CHA	14

Saving Throws	
P/D	11
MW	12
S/P	11
DB	14
SP/MS	12

Thieves Skills:	Open Locks	45
	Remove Traps	40
	Pick Pockets	45
	Move Silently	45
	Climb Sheer Surfaces	92
	Hide in Shadows	36
	Hear Noise	1-3

Equipment: wears leather armor; carries sword, dagger +1.

Description: Gwynne Cutpurse is 5'9", weighs 125 lbs., has auburn hair and green eyes, and prefers sky-blue and gray garments. She keeps her sling in a pouch, her dagger strapped to her forearm inside a large bell sleeve. She wears her hair in bangs to hide a T-shaped scar in the center of her forehead. This scar is from a branding iron once used to mark convicted thieves.

Background: Gwynne goes to taverns and way stations, slits the bottom of a rich drunkard's purse, and secretly removes its contents. Gwynne hates jailers.

#92 Lachlan the Warrior					
LVL	9	Align	Neutral	Class	Elf
AC	1	HP	68	THACO	12

(using battle axe +2) 10

STR	11
INT	10
WIS	11
DEX	13
CON	17
CHA	8

Saving Throws	
P/D	4
MW	7
S/P	7
DB	7
SP/MS	7

Spells:	1 st -level:	<i>sleep (x2), detect magic</i>
	2 nd -level:	<i>invisibility, knock, levitate</i>
	3 rd -level:	<i>fire ball, haste, water breathing</i>
	4 th -level:	<i>dimension door, polymorph self</i>
	5 th -level:	<i>hold monster</i>

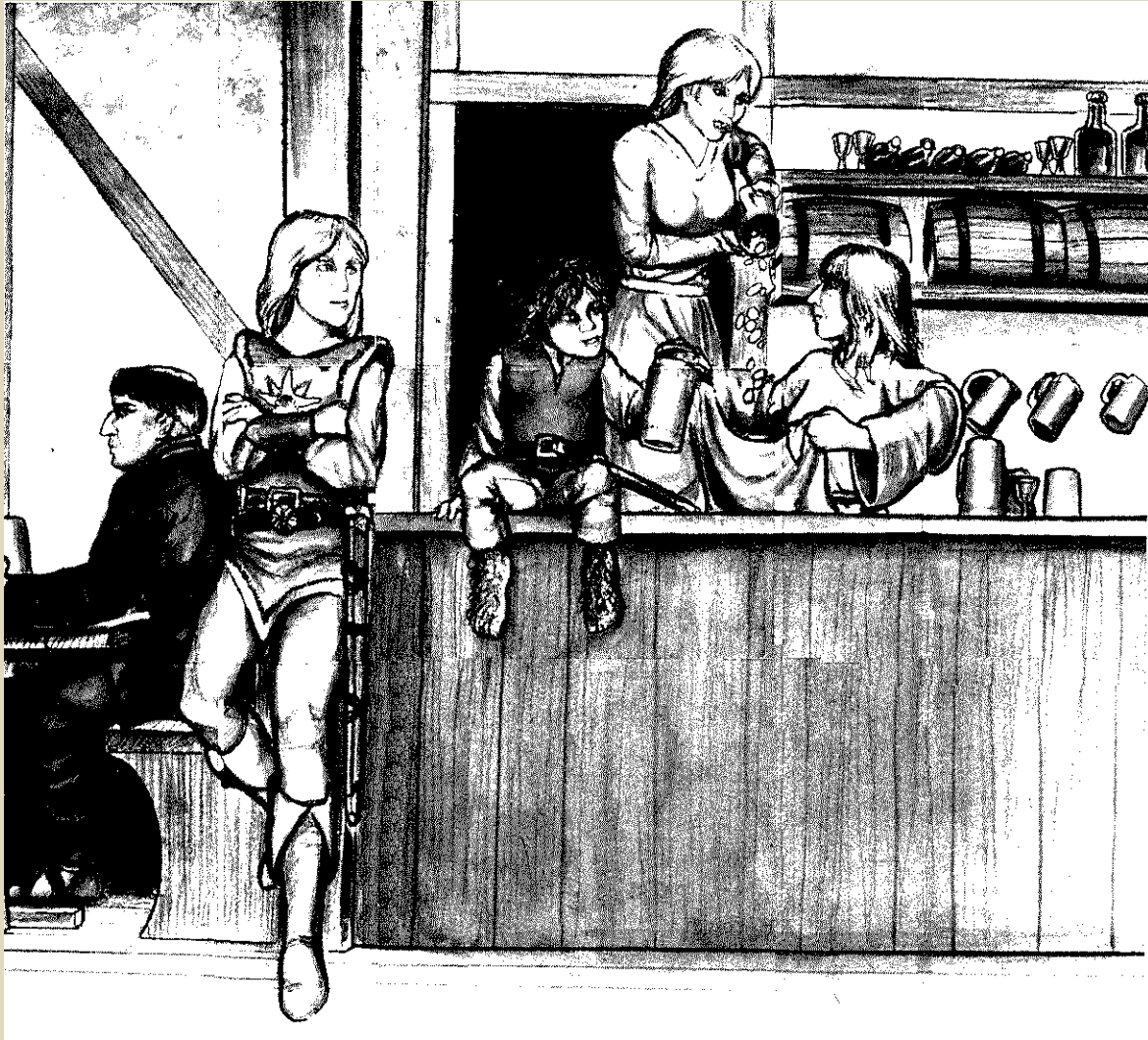
Equipment: wears plate mail, shield; carries battle axe +2, sword, dagger, spear.

Description: Lachlan stands 5'5" and weighs 135 lbs. He is so fair that his hair is almost white-blond, his gray eyes almost colorless. His plate mail is covered with shiny brass rings, and glistens like sunlight on the water.

Background: Lachlan fears nothing, and will join anyone for the right price. He keeps his likes and dislikes to himself except for orcs, whom he openly hates.

A DUNGEONS & DRAGONS® GAME FEATURE

The SHADY DRAGON Inn



Seated at table: Friar Fergus Cook (6 th -level Lawful Cleric)						Leaning against bar: Lachlin Ostler (9 th -level Neutral Elf)						Sitting on bar: Sam Owner (8 th -level Lawful Halfling)						Behind bar standing on stool: Ariadne Serving Wench (2 nd -level Neutral Fighter)						Behind bar: Gwynne Serving Wench (6 th -level Lawful Thief)										
AC	3	HP	29	THACO	17	AC	1	HP	68	THACO	12	AC	1	HP	45	THACO	13	AC	6	HP	14	THACO	19	AC	5	HP	21	THACO	16					
STR	10		SAVINGS THROWS			STR	11		SAVINGS THROWS			STR	13		SAVINGS THROWS			STR	9		SAVINGS THROWS			STR	13		SAVINGS THROWS							
INT	12			P/D	9	INT	10			P/D	4	INT	10			P/D	2	INT	8			P/D	12	INT	7			P/D	11					
WIS	17			MW	10	WIS	11			MW	7	WIS	9			MW	3	WIS	9			MW	13	WIS	14			MW	12					
DEX	9			S/P	12	DEX	13			S/P	7	DEX	13			S/P	4	DEX	8			S/P	14	DEX	17			S/P	11					
CON	8			DB	14	CON	17			DB	7	CON	12			DB	5	CON	9			DB	15	CON	11			DB	14					
CHA	8		SP/MS			11	CHA	8		SP/MS			7	CHA	10		SP/MS			4	CHA	16		SP/MS			16		SP/MS			12		
																														Thieves Skills		Open Lock	45	
																																Remove Trap		40
																																Pick Pocket		45
																																Move Silently		45
																																Climb Sheer Surface		92
																																Hide in Shadows		36
																																Hear Noises		1-3

By Carl Smith

The Shady Dragon Inn is a new DUNGEONS & DRAGONS® Game Accessory which includes floor plans and in-depth descriptions of an entire inn, plus over 100 pre-generated characters. What follows is an even more detailed description of the main tavern and the people who work there.

The Shady Dragon Inn — Main Tavern —

The main tavern room of the Shady Dragon Inn has dark walnut floors. The tables, benches, and stools are of golden oak. The ceiling and walls are whitewashed. The air, summer or winter, smells of roasting meats, burning wood, and beer.

Made of mortared stone, the fireplace extends about 1' out from the wall, and the hearth is raised 4" off of the floor. The mantelpiece is made of a solid chunk of slate, polished by many hands over the years, giving it a dull shine.

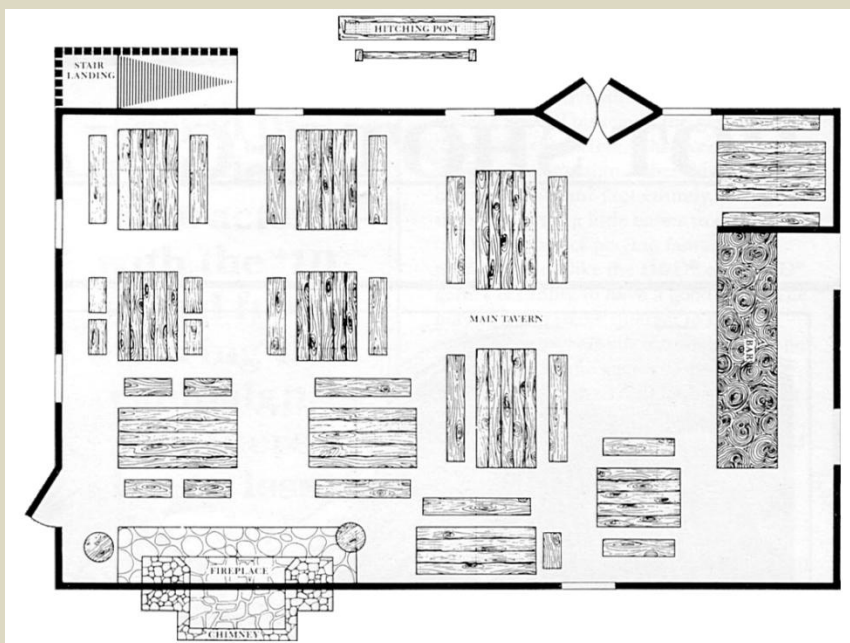
At the rear left side of the hearth is a loose stone. Anyone removing the stone will hear a click, a spring set in the masonry which keeps the stone from falling into the hole behind it. The cavity is one inch square, by eighteen inches deep. Inside is a sock containing 200ep and 75gp with six gems (worth 420gp each). The fire must be out for anyone to examine the hole. There are no traps.

The bar is made of highly polished dark walnut and has a raised, molded edge around the front and sides. The wall directly behind the bar is lined with two wide shelves which hold various "bar-type" items. On the top shelf are some expensive wines, champagnes, two bottles of aged brandy, four silver goblets (4gp each), and 12 pewter goblets. At the far right of the top shelf is a huge stoneware mug where the serving wenches keep their tips; there are 50 - 300 copper pieces in it at any given time.

The bottom shelf holds a number of beer kegs and wine casks (cheap wine). Directly under the bottom shelf is a series of pegs which hold mugs by the handles.

When business is slow, the workers sit at the small table next to the bar (in the northeast corner). This table is also cooler in summer, being next to the door. In winter, they occupy the table next to the fireplace to keep warm.

Outside, beyond the hitching post, is a well where the wenches go for water and to play with the tavern's cat. The tavern also has its own grey mouse, which likes to hang around by the fireplace.



Tap room and furniture dimensions

11 tables in room, all 2" thick

- 3 - 5'x10' oak tables (15+ STR to throw)
- 3 - 5'x7' oak tables (12+ STR to throw)
- 4 - 5'x9' oak tables (14+ STR to throw)
- 1 - 4'x10' oak table (14+ STR to throw)

28 Benches, all 2" thick

- 13 - 15"x8' (10+ STR to throw)
- 9 - 15"x3' (5+ STR to throw)
- 4 - 15"x6' (8+ STR to throw)
- 2 - 1' radius round stools (3+ STR to throw)

Bar, 4" thick

- 1 - 5'x20' bar

Windows, with 2" thick oak shutters.

- 6 - 3'x3' windows

Doors

- 1 - 8'x10'x4" oaken double door
- 1 - 5'x8'x4" oak door

Fireplace

- 20' exterior with 5' hearth
- 16'x2 ½' mantle
- 7'x9' interior

Additional items

Sam keeps several items behind the bar:

- A sleeping potion which acts like a **Sleep** spell cast by a 4th level magic-user. There are three doses under the bar for rowdy customers who are too big for either Sam or Lachlan to handle. Once victims are asleep, Sam and Lachlan gently deposit them outside the tavern.
- A cudgel which acts as a **mace +1**, but appears to be an ordinary club 30" long. It is as big as two fists at its large end, and tapers to the width of a staff.
This weapon can only be used to subdue, and may never be used to kill.
- A money box which contains 40gp, 123sp, and 81cp. It recognizes Sam and the other four inn workers. Should an unauthorized person attempt to remove or open the box, it will call for help in Common, Lawful, and Neutral tongues. The box will alternate screaming for help with pronouncing vague but horrible curses upon the mover.
A secret compartment in the money box holds two gems worth 200gp each.
Anyone who removes or touches the gems with bare hands at any time must save vs. Magic or fall into a magical slumber as if affected by a **Sleep** spell.
- If things get really out-of-hand, Sam keeps a **Displacer Cloak** behind the bar which he can don to hit brawlers on the heads to subdue them. ☀

* Remastering Notes *

The following represents a complete remastering of a now out-of-print D&D Accessory from 1983. It contains 118 ready-made NPCs to insert into your own adventures. It also contained a map of The Shady Dragon Inn & Tavern where your players can relax between adventures or meet contacts and seek jobs.

While the PDF version I found online is quite serviceable, the books pages seemed “cluttered” and the map, while better than some other preservation projects I’ve seen, was not perfect. It also was a single file containing the detached cover, a 32-page book and a cut-up version of the map. So I decided to remaster it.

With the exception of minor changes for layout purposes and some typo corrections, all the text in these files are 98% accurate in comparison with the original 1983 printing.

(for a list of the changes made, see the back of this notes page.)

(A quick note about the stats of the NPCs, while the characters were originally meant for D&D, they can very easily be converted for AD&D use.)

This particular file, [AC01-remaster.pdf](#), is meant for “on-line” reading on a computer, laptop, tablet, or e-reader.

The maps for this accessory module are in the file [AC01-maps.zip](#)

There are four maps included:

[map01.bmp](#) is a recreation of the original bi-fold inside cover showing the upstairs rooms of the inn.

[map02.bmp](#) is a recreation of the original four-fold ground floor map of the tavern & yard itself.

[map03.bmp](#) is an enhanced ground floor poster map in full color and a quarter-inch white border.

[map04.bmp](#) is an enhanced second floor poster map including a balcony patio for Inn guests, and even more information about the Shady Dragon itself.

If you are interested in a printable version, download the file [AC01-print.zip](#) and read the included [0-read-1st.pdf](#) file for printing instructions.

Also at some future date I am planning to create a deck of NPC cards, similar to the ones in Dragon Quest, for these NPCs.

(a sample is included on this Archive page.)

The official site for these, and all therandyman1967 files, is archive.org/details/@the_randy_man_1967 and my own email is therandyman1967@gmail.com

Error notices will always be addressed as quickly as possible. (use subject:Error to get my attention)

All other comments and suggestions are appreciated. (use subject:D&D or AD&D)

Requests will be considered, but I already have a personal backlog of other projects in the works and they are my priority for now.

Changes from the original:

In the original document, the inside of the detached cover contained the maps of the inn and tavern. I separated the maps as their own pages.

As I said, I found the main pages to be “cluttered”, the NPCs descriptions ran one after another and spanned multiple columns.

I instead created “data boxes” six to a page to “clean-up” the pages.

The parties pages again seemed cluttered so I created them as “tables” to organize them more clearly.

The added suggestions (printed in red) are my own notes that you may find helpful in your own adventures.

The Shady Dragon Crew page is also my own special addition.

The only major change I made to the text was on the parties pages. The original repeats the character’s vital stats and included “suggested” spell lists for the spell-casters.

Instead I simply included the characters “number” to look-up their stats. Besides depending on where you meet the characters the spells would change.

For example, if you meet them relaxing at the tavern, they would probably have different memorized spells then they would have if you meet them “traveling on the road” or encountered them on a “mission” in a dungeon.

Two minor changes: this is a very early product within the history of D&D, the stats order had DEX and CON reversed, I switched it to the more modern “correct” order now used in all D&D and AD&D products. If you don’t know what I mean by this, don’t worry about it.

Secondly, magic items (weapons, armor, equipment, etc.) listed in this book are underlined so they stand out.

The bonus pages from Polyhedron magazine, originally had the picture cut-up and displayed “mosaic” style, I reassembled it back to a single picture.

You can find full copies of Polyhedron, Dragon and Dungeon magazines on the Internet Archive.

One suggested use of the character “data box” pages, you could print them on paper (or cardstock) one-sided and cut them out as reusable “cards”, using the blank backside for quick notes during adventures.

Although these were written as NPCs, they can also be used as pre-rolled Player Characters (some of them were actually used as such in later TSR products.)

Disclaimer: therandyman1967 makes no claim of ownership to the original source of the included information.

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This is a fan recreation of a now out-of-print product from the early days of role-playing history, created for preservation purposes and meant for entertainment and education. No rights infringement is intended.

DUNGEONS & DRAGONS®

Pregenerated Characters for D&D® Fantasy Game

THE SHADY DRAGON INN

by Carl Smith

The Shady Dragon Inn is a set of pregenerated characters for use with the DUNGEONS & DRAGONS® game. This player's aid comes in two parts: each character appears first in a section devoted to his or her character class. They appear again in the second section as members of a party. As a DM or as a player, you may use either or both sections; over a hundred characters await you!

Each character has a brief biography that will help you to create backgrounds for PCs or NPCs as needed. Also included is a rough physical description, and a list of items owned by each character.

The Shady Dragon Inn also contains the D&D® game statistics for those special characters who are presented by figures in the D&D® and AD&D™ toy line, and provides a tavern setting from which players may start adventures or gather party members.

This player's aid is for use with the DUNGEONS & DRAGONS® Expert Set, which continues and expands the D&D® Basic Rules. This player's aid cannot be used without the D&D® Basic and Expert rules produced by TSR, Inc.

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